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YOUR SINCLAIR

April 1990 Number 52
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Deliverance
Stormlord II
Another Megagame from Raf Cecco?



GAMES THIS ISSUE
Lords Of Chaos
Fighter Bomber
Rainbow Islands
Zombi
4th Dimension
Beverley Hills Cop
To name but a few!

SMASH TAPE No 29

Uh oh! Seems like your Smash Tape's come a bit unstuck! Better check with the shopkeeper to see if he knows where it is! (Perhaps he's keeping it safe behind the counter or something?)

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YOUR SINCLAIR

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A FUTURE PUBLICATION


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Full Price

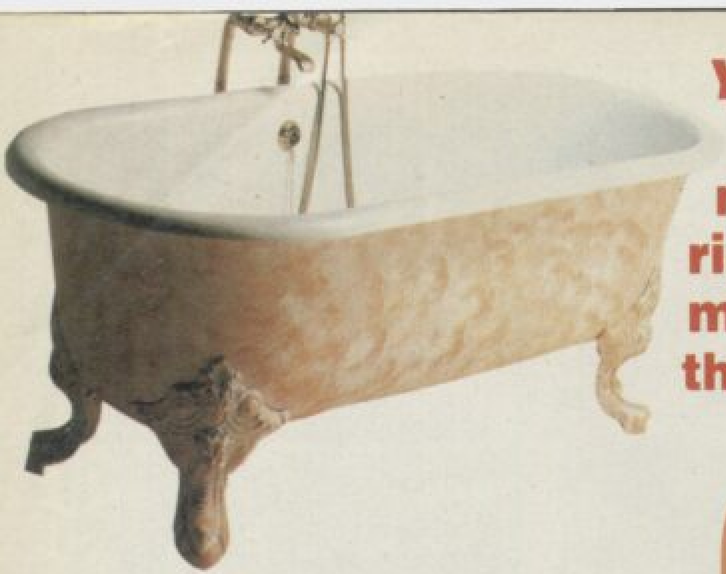
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PREVIEWS

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YS 'lives' in Castle Rathbone in the middle of London, right? Wrong. We've moved – to Bath. So this month it's a case of...



THE BIG SELL-OFF

So why has *Your Sinclair* moved? And, more importantly, will it stay as skill as it was when it was based in London? Well, the answer to the second question is, of course, 'yes'. *YS* has always been skill, and it'll remain skill until the sun turns super-nova and engulfs the inner part of the solar system, killing everything on the planet. But what about the first question though? Well, basically, your favourite Speccy mag has been bought. It's been 'purchased', lock, stock and barrel. It used to belong to Dennis Publishing in London, but now it belongs to Future Publishing in Bath. So how did this all come about then? It's a long story, so make sure you're sitting comfortably...



SCENE 1: The Phone Call

Basically The *Your Sinclair* Sell-Off is all down to the chairman of Future Publishing accidentally dialling a wrong number. He'd seen an advert in Exchange And Mart for a second-hand Sinclair C5 and wanted one for his new company car – given the climate of ecological awareness etc. So he rang the number, cocked it up a bit, and, by a trillion-to-one chance, got through to the chairman of Dennis Publishing instead. Here's how the historic conversation went...

Future: Hello?
Dennis: Hello.
Future: Ah. I'm interested in buying your Sinclair.
Dennis: Really? Fair enough. Um, how does £500,000 sound?
Future: Erm – it sounds like quite a lot of money for an electric tricycle actually.
Dennis: I'd hardly describe it as an electric tricycle. Okay then, I'm prepared to knock off eight percent.
Future: £460,000? Well, that still sounds like quite a lot of money. I was thinking more along the lines of about a hundred quid or something.
Dennis: (After much thought) Mmmmmm. Tell you what – 200 quid including the Editor.
Future: 150!
Dennis: 175!
Future: Done.
Dennis: Pleasure doing business with you. I'll deliver it for an extra fiver.
Future: I'll send a cheque. Bye bye.

So there you have it. Future Publishing thought they were getting a second-hand Sinclair C5 (with an editor, whatever that was) and then suddenly we all turned up on their doorstep. Everybody was totally bemused, but it was too late for them to change their minds, because Dennis Publishing had already received, cashed (and spent) the cheque.

SCENE 2: The Shed

So there we were. Temporarily homeless. Dennis Publishing didn't want us any more, and Future Publishing were only putting up with our presence because they'd forked out 180 quid. Then came the matter of office space. The Future Garden Shed was quickly cleared of lawnmowers, gardening implements and a rather spooky damp and lumpy sack (that nobody dared open). The roof was mended, the walls were given a quick lick of paint and then a sign was hung on the door. '*Your Sinclair*' it said. Um, our new office in other words. A shed. We were here to stay. But what about office equipment?

"You've cost us enough already," we were told.

"But we haven't got any Speccies or anything," moaned Matt.

"Tough!" came the curt reply. "You'll have to sort it out yourselves – we're off down the pub." (And off they went.) So out came the YS Emergency Petty Cash Box. And out came the YS Emergency Petty Cash Box key. The box was opened. Was it brimming over with gold, diamonds and silver dubloons? No, as you've probably guessed, it was totally empty. Oh dear, skint in Bath with no equipment. What was a poor computer mag team to do?...

SCENE 3: The Problem

Imagine the sorry sight. A slightly rotten garden shed in the back-yard of the Future Publishing building. Inside, the dejected crew of Britain's best-selling Spec mag. The problem – no desks, no chairs, no Speccies, no monitors, no kettles, no nothing. The solution – um...

Andy: Hey, what about all the equipment we left at Castle Rathbone?
Matt: I know, I know – but we haven't got any money, so we can't hire a van.
David: Let the train take the strain then – bring the stuff down ourselves, make some sort of stretcher device or something. We'd be able to transfer everything from London in one trip!
Matt: Money for train tickets, clot?
David: Erm. Oh.... Um....
Andy: Street Theatre!
Matt: You what??!?!?
Andy: Street Theatre. It's simple – we busk for the money! Let's find the trendiest part of town and lay on a show – we could probably earn a hundred quid. Maybe two hundred. Easy! Sean could juggle some spoons.
Matt: Don't be stupid. Anyway, nobody's going to give us any money if they spot Dunc.
Sean: Let's hitch then. Stick the old thumbs out. Flag down some Yorkie eaters!
Matt: No! It's dangerous to accept lifts from strangers. We might be killed, bundled into bin-bags and left in a lay-by somewhere. Has anybody got a better idea? Dunc?
Dunc: Eh? Er, what? Sorry, I wasn't listening. Er, what's the problem?
Matt: Never mind.

The matter was eventually settled by David, who brought up trains again and suggested that the only solution was a fair-dodging session courtesy of British Rail. Matt, honest to the core, agreed, but said that he'd send a cheque to BR once the *YS* kitty was full again. Everyone told him he was a prat.

SCENE 7: Back in the Shed

It took ages, but eventually the confusion was all sorted out and the old bill let us go. There was cause for celebration – we had actually got all our equipment down to Bath. We could, at last, get to work on this issue (ie the one you're reading now, cloth-head). We couldn't quite get all the desks inside the shed though, so we made a sort of bivouac out of a massive piece of polythene that Sean found, and stuck the ones remaining under that. We've taken to tossing coins every morning to see which staff members do the 'outside' shift. Mind you, it'll be nice in summer – everyone will want to work in the bivouac. In fact, we might even move all the desks out of the shed and onto the lawn – if the weather's really fine. Hmmmm. It's been a bit of an upheaval, but everything's settled again now. Bath's quite nice, the shed's not that bad and we're all bursting with the joys of spring. Long live *Your Sinclair*! Even though we're now nearer Cornwall!!

SCENE 6: Bath Police Station

Matt: Klurgen sploogen fleegen murgen.
Andy: Bloogen poogen.
PC 1: Look, you're not fooling anybody. Don't you think it's about time you dropped this ridiculous Scandinavian train driver routine?
PC 2: He's not kidding, you know. He's going to keep you all here until you drop your act and tell him who you really are. He'll keep you here for a month if necessary – and believe me, he can get nasty at times.
Matt: Blurgen wurgen sploogen.
PC 1: Look, I warned you.....
Matt: Um, er, um. My name is Matt Bielby. I'm Editor of Your Sinclair magazine. We had to get our equipment. I... I was going to pay the money back later.
PC 1: Yeah, and I'm the King of Spain.
Dunc: Really?? Blimey!! Welcome to our country, your majesty.

GAMES

Full Price

This Month	Last Month	Game
1	1	Gazza's Super Soccer
2	3	Chase HQ
3	NE	Space Harrier II
4	8	Double Dragon II
5	RE	Robocop
6	6	Batman The Movie
7	NE	Football Manager & FM II: The Expansion Kit
8	NE	The Biz
9	NE	World Championship Boxing Manager
10	NE	Ghostbusters II

Budgets

This Month	Last Month	Game
1	1	Paperboy
2	NE	Fantasy Island Dizzy
3	NE	Buggy Boy
4	9	Ghosts 'n' Goblins
5	8	World Class Leaderboard
6	NE	Ghostbusters
7	4	Crazy Cars
8	NE	Treasure Island Dizzy
9	NE	Bronx Street Cop
10	10	Jungle Warrior

Compiled by the Virgin Megastore, Oxford Street, London W1





SCENE 5: The Return

Thirty minutes out of Paddington. Only one hour left to Bath. There we were – five 'sleeping' British Rail drivers. Three snoozing away on one side of the carriage, two pushing their Z's out from the other. Between them, blocking the aisle, a one-ton pile of furniture and electrical goods. Standing next to the pile of furniture and electrical goods, a real British Rail guard (oh dear).
Guard: Oi! Wake up!
Matt: (Opening one eye) Mmmmmm?
Guard: What's all this then? The..... 'Ere, you ain't drivers!
Matt: (Nudging Andy and sitting upright) Mmmmmmm?
Guard: Wake up the lot of you! What's going on? Where's your tickets?
Andy: (Suddenly) Flurgen wurgen yurgen plurgen!
Guard: Eh?
Matt: Yes. Glurgen flurgen swurgen klurgen!
Guard: You what?
David: Borgen worgen splurgen flurgen norgen...
Sean: Flurgy wurgy!
Dunc: Plooky flooky plinken winken!
Guard: I see. So you're all foreign are you?
Matt: Bloogen? Noogen speaken English floogen!
Guard: And I suppose you haven't got any tickets or money either?
Matt: Klurgen wurgen? Noogen speaken English floogen.
Guard: I see.

SCENE 4: The Journey

The fearless five crept through the barriers of Bath British Rail station. Nobody challenged us – which wasn't actually surprising, as we were all wearing British Rail driver uniforms (which Sean had knocked together in the shed, using his previously unrecognised needlesmith talents). After an anxious 20-minute wait on platform three the 10.40 Paddington train duly arrived.

"Don't forget the plan," whispered Matt as we took our seats. "Pretend to be asleep. If the guard wakes you up, pretend to be Swedish."

So, for the next hour and a half, five rather dubious-looking British Rail drivers sat huddled together, snoring heartily and trying to remember what Scandinavian accents sounded like. Time passed extremely slowly, but eventually, and with more than one sigh of relief, we reached Paddington. The guard had been fooled. We marched through the ticket barrier, headed straight for the underground, and very soon we were back at Castle Rathbone. All our equipment was there – tables, chairs, Speccies, monitors, the kettle, the microwave – and loads more. It was a lot to carry though, and took two hours to haul back to Paddington, but we got there, which was the important thing. The Bath-bound train was at the platform and ready to go.

Tizers

• Empire's feeling a mite ambitious – it's checking out the possibility of converting *Space Ace*, the laserdisc arcade game, onto the Speccy! You may have seen it. It's the one that looks and plays just like an interactive animated cartoon. The storyline is the usual stuff about rescuing a girlie and giving a bad guy a good kicking, but the graphics are spectacular. At the moment Empire's only planning to produce a +3 disk version, but it may release it on cassette if we all ask very nicely. Now, after three...

• Ocean is planning to sneakily take control of the leisure computer world (well, the bit it doesn't control already) by totally confusing everybody! For starters, it's releasing the 'official' *Liverpool FC* football game, even though Grandslam is also releasing another official Liverpool game, this time called, um, *Liverpool*. Eh? And work is also afoot on a new coin-op conversion, but no-one is quite sure what the blooming thing is called. Its working title is *Sly Spy*, which is one of two names that it was apparently known as in the arcades (or something). The other was *Secret Agent*, which we reviewed in October '89's *Slots Of Fun*. Er... Here at *YS* we're all very confused. (See, it's working!) Finally, *Shadow Warrior* is another coin-op conversion due soon, but by the time we found that out we were much too mixed up to ask any questions about it.

• Audiogenic has also signed up a coin-op (its first) but at the moment 'Mum's the word' as to exactly what it is. Also firmly under wraps is an 'absolutely huge' Speccy game project for 1990. In fact, the only thing Audiogenic is willing to talk about is the 'distinct possibility' that the *Emlyn Hughes Arcade Quiz* could end up as a bona fide genuine kosher Pub Trivia Game. Look out for it in your local.

• Having abandoned Speccy owners about two years ago to concentrate on 16-bit programming, it seems that Elite has possibly seen the error of its ways. No one's actually saying anything definite yet, but it's more than likely that it'll start developing full price 8-bit software again.

• And there's more! Who was it said that the Speccy only had a year or two left before extinction? Well, not according to the high street shops. Judging by early reports, more than a few Christmas stockings were bulging with hardware and software over the yuletide period, with sales comfortably up on the previous year. So you're happy, we're happy and Mr Sugar's very, very happy. Zippadee-dooda!

• Gremlin is converting its 16-bit *Switchblade* for the Speccy. The storyline takes you hacking round a huge labyrinth, wasting baddies and trying to find 14 missing fragments of a broken sword. The original was programmed by the guy behind *Rick Dangerous* and was excellent fun – we're willing to bet our grandmothers *(Steady on. Ed)* that the Speccy version will be just as fab.

• Rainbow Arts has a couple of projects lined up, the first being the shoot-'em-up *Turrican* in April. It's being programmed by Probe, and features 13 levels of blasting action (that's over 1,000 screens!) and over 50 types of aliens, including "the biggest end-of-level meanies ever". Blimey. And then in May we'll be getting *Apprentice*, in which you get to play, well, a magician's apprentice actually. Never let it be said we don't spell it out for you! *(Groan. Ed)*

Psssst

No More Art Chicks!



Not everyone came with us when we left London (snif) – for instance, Chief 'Art Chick' Catherine Peters decided to try her hand at designing the insides of shopping centres instead! (It's true!) Check out her 'interesting' red, green and yellow efforts in an Arndale near you soon! (She's still a good pal of *YS* though and pops in to see us every so often.)

So we were in the market for a new Art Ed, and guess what we got? Yep, for the first time in absolutely ages, it's a bloke! Kevin Hibbert describes himself as a 'young, charismatic and thrusting' sort of character who's into comics, dancing and going to the pictures. Hurrah!



MOVING HOUSE IN THE YEAR 2000

There are inventions to help us cook, there are inventions to help us keep warm in winter – there are even inventions to help us neatly press our clothes. But what inventions are available to help us move house? Not a sausage, that's what. Well, apart from maybe a van... and trolleys of various descriptions. But that's about it. What does the future hold though? We phoned Judith Hann of *Tomorrow's World*, who told us some interesting things...

No 1 – The Incredible Shrinking Ray
Currently being worked on by Herbert Smith Removals Ltd of Dudley, this is about the size of a small fridge. Placed in a room full of furniture, it reduces all your belongings down to picoscopic proportions. You then stick all your tiny chairs and tables into an A4 Jiffy Bag and post them to your new house (where a few drops of water will restore them to their former size).

No 2 – The Giant Ionosphere Conveyor Belt System
Arthur Blenkinsop Removals Ltd of Strathclyde are working on this one. The idea is to have a giant network of conveyor belts stationed in the ionosphere. All furniture is treated with zero gravity paint (they're still working on that one) and pushed out of the window. It then floats up and is caught by staff manning the belts. The paint is removed, the furniture transported to a point directly above the new house, and then simply parachuted down onto a giant mattress.

No 3 – The BT Telephone Transfer System
With this, all furniture is turned into digital information (using an alphabeta particle ray), and then 'telephoned', via a modem, into your new residence, where the reverse process is applied. But there's one problem – interference. Television sets, say, are best sent at a low baud rate or they come out a bit 'squiffed up'. Oh, there's another problem too, in that this is an 0898 service – it costs about eight million quid a minute at peak times (and six million off-peak).

No 4 – The Sinclair C15
Sir Clive Sinclair (of course) is working on this. It's a follow-up to the 'highly popular' C5 pedal trike thingie, but this one's bigger, with a proper roof, two wheels at the front and another at the back (instead of the other way round). It's still electric powered though. But there's one other really remarkable thing about the C15 – apparently this one is actually REAL...!

YS Peculiar Pets Corner



Not too much response to the Peculiar Pets Corner so far, though we did receive this photo from somewhere in deepest Cambridgeshire. "Hey, Spec-chums, don't forget me in Pets Corner! My name is Harriet the Harris' Hawk and my pet's a certain well-known man with a column (adventure, that is!)." Hmm.

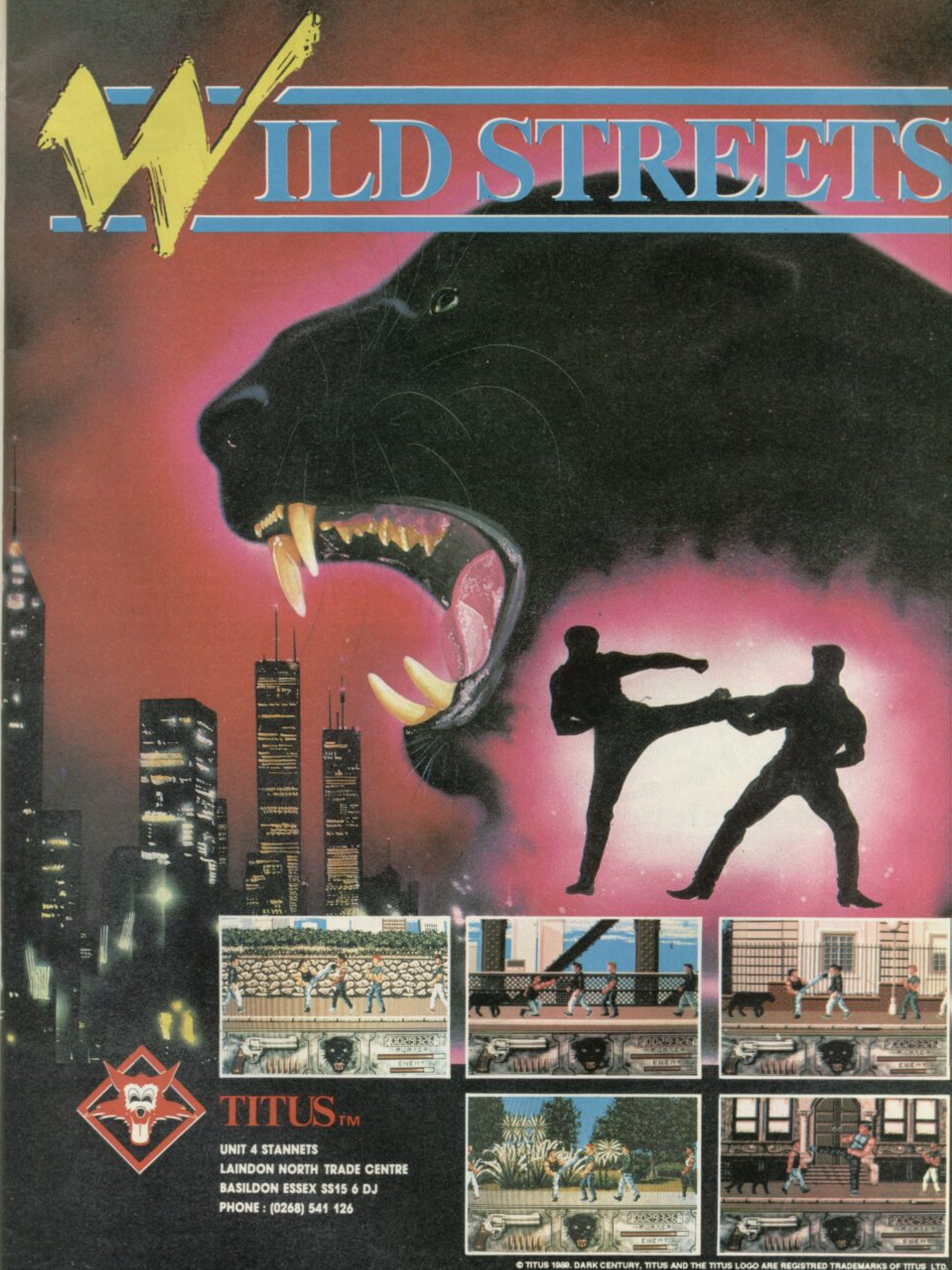
Remember, if you've got any sort of really, really (really) weird pet then send us a picture to YS Peculiar Pets Corner, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. We'll post off a spanky *YS* badge for any that we print!

SAM SOFTWARE SHOCK!

WHILE WE'RE STILL WAITING FOR THE FIRST BITS OF DEDICATED SAM SOFTWARE TO APPEAR FROM THE ESTABLISHED SOFTWARE HOUSES (AS OPPOSED TO ORDINARY SPECCY STUFF THAT YOU CAN RUN ON THE SAM), MILES GORDON TECHNOLOGY HAS DECIDED TO JUMP THE GUN A BIT AND LAUNCH THEIR OWN SOFTWARE RANGE! SOME OF THE JAPANESE CONSOLE FIRMS DO THE SAME SORT OF THING. WE'RE NOT QUITE SURE WHEN THE GAMES WILL START APPEARING YET (THOUGH MGT PROMISES 'SOON') BUT IN THE MEANTIME THEY'VE GOT TO COME UP WITH A NAME FOR THE RANGE – AND THAT'S WHERE YOU COME IN (CHECK OUT THE COMPO ON PAGE 15)!

BEFORE THAT HAPPENS THOUGH YOU'LL BE SEEING A SMALL CHANGE APPEARING IN NEXT MONTH'S PAGES OF *YS* – ON THE BOTTOM OF EACH NEW GAMES REVIEW WE'RE GOING TO HAVE A LITTLE BOX TELLING YOU WHETHER THAT PARTICULAR PIECE OF SOFTWARE IS COMPATIBLE WITH THE SAM COUPÉ OR NOT (IN THEORY MOST OF THEM SHOULD BE). SPECCY OWNERS NEEDN'T FRET THOUGH – IT'LL ONLY BE REALLY TINY SO IT WON'T TAKE UP TOO MUCH ROOM. WATCH THIS SPACE!




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Cripes! Have we got a Smash Tape treat for you this month! Not only are we giving away the COMPLETE *Dizzy* from those lovable Codies but we've packed in a corking demo too – the exclusive fourth scenario of Blade Software's *Lords Of Chaos*, available only to *YS* readers! By jingo, it's a cracker!

LORDS OF CHAOS

Blade

By all accounts, *Lords Of Chaos* is going to be an absolute corker of a game. Read all about it in our Megapreview on page 26 (it's far too complicated to explain here), but essentially it's a fantasy role-playing system, complete with three separate game scenarios (expansion kits will increase this number somewhat later on). But (but! but!) there's a fourth scenario in existance too, and guess where you'll find it? That's right, not in the game proper, but right here on the front of good old *YS*! Hurrah!

CONTROLS

Lords Of Chaos is controlled by using menus (lists of available options) which you move around using a keyboard, Kempston joystick or Sinclair joystick.

Every wizard, and every animal he controls, has five 'essential characteristics', each indicated by a level bar. The categories are –

- **Action Points** For every move the menu will only offer you options you have enough points to complete.
- **Stamina** This increases while you rest.
- **Constitution** The amount of damage you or your creature can sustain (if it reaches zero you're dead).
- **Combat** The ability to attack, which can be improved by drinking potions or using weapons.
- **Defence** The ability to defend yourself, which can be improved with shields or potions.

Before each move check out the map to see where you are, become familiar with your various characteristics, then move the cursor around, checking for any objects to be collected from the ground.

Now you can try casting some spells (most of which will summon various creatures to do your

DIZZY - The Truth!!

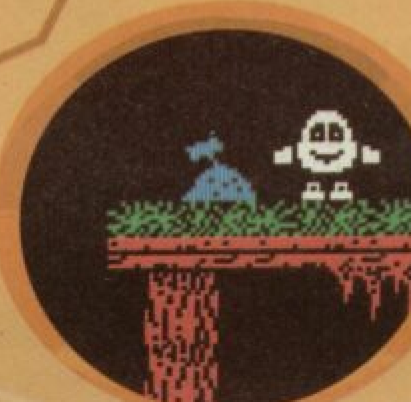
Yes, we know a certain other Speccy 'mag' already gave away a version of *Dizzy*, but hold your horses! That wasn't actually a complete game at all, but a severely cut-down version – and totally impossible to finish! According to the Oliver Twins who programmed it, it consisted of about a third of the complete game, with lots of the important bits missing. In contrast, the version you have in your hand now – the *YS* one – is the COMPLETE chart-busting game, exactly the way it appeared in the shops. It's a bloomin' miracle!!

DIZZY

CodeMasters

Dizzy is simply one of the most popular budget games ever – it's a cute flip-screen arcade adventure with a very cartoony feel and it's absolutely brill! So brill in fact that it's spawned two equally fab sequels, *Treasure Island Dizzy* and *Fantasy World Dizzy* (reviewed this very ish).

Dizzy himself, as you may have noticed, is a little egg-shaped character, but he's an egg with a mission – to free the land of Katmandu from the evil wizard Zaks. The only way he can do this is by collecting the four ingredients of the 'Avawiffovee' Potion from around his world (Leprechaun's Wig, Cloud's Silver Lining, a 'Vampire Dux' Feather and some Troll's Brew). You've then got to light the cauldron, drop them into it, fill the flask with the potion, run off to find Zaks and then smash it next to him. Do that and you've won the game! It's a stomper!!





Handy Hints

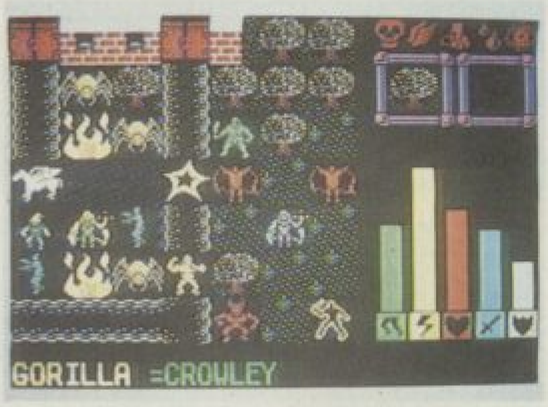
- Use bouncy mushrooms to jump higher.
- Try greasing the Old Rusty Mining Cart.
- Jump over the centre of the collapsing bridge to avoid death!
- Collect eggs to increase your lives (you start with three).

bidding). Place the cursor over your wizard on the map and press Fire to select him. Now make sure the 'Select-G' option is highlighted (in other words 'Select Ground', as opposed to Select-A, which indicates air) and press Fire to turn the cursor into a walking green cursor. Place this on your wizard, fire and the list of options will be displayed. Here's what they all do.

• **Cast-G** This gives you your spell list and the number of mana (spell points) remaining. Yellow spells are the ones you know, and they have a level (how powerful they are) and a cost (how many mana points they use up).
• **Select-G** This chooses a creature you want to move. Take him to any of the eight adjacent squares (using the cursor), or get him to perform an action, then select the 'End Move' option before trying to select another creature.
• **Use** This opens doors and chests (if your creature is standing right next to it). Just move the flashing yellow cursor over the offending item and fire. If it's locked you'll need the appropriate key in your possession, but remember that only creatures with hands (dwarves, wizards, zombies) can use them.
• **Pick Up** Again you'll need someone with hands. Select this option and all the objects on the floor will be displayed, along with their names and weight (your creature's current weight limit is displayed at the top). Highlight the object, press Fire to pick it up and it becomes an 'object in use'. The Change option flicks between the various objects you carry, and further commands (such as Throw, Fire or Drop) only operate on the object in use, not the others you carry.

Right, that's most of the commands out of the way (thank goodness) but there're a few other bits that probably need some explaining. Ready? Here we go then...

• **Fighting** Move next to the enemy and you immediately become engaged. You can't move again (until the next turn) until one of you is killed.



Everything's controlled with the menus on the top right of the screen.

The computer calculates combat according to all the relevant factors, but you must fire at the enemy by selecting the yellow targeting cursor, moving it to where you wish to hit and pressing Fire. Remember, undead creatures can only be harmed by magic weapons, spells or other undead creatures.
• **Riding** Select the Ride option and your magician can ride various animals, such as griffons or unicorns (if there are enough action points and the creature is one you are eligible to ride).
• **Flying Creatures** These can only be attacked by other flying creatures, but equally have to land before they can approach a ground-based target.
• **The Portal** Your way out of Zol's world appears at the end of the game, but only for a few turns. Fail to get there in time and you lose the game. Get out and final victory points are totalled, including extra ones for killing enemy creatures and carrying treasure through the portal.
• **Spells And Potions** To make one, place your wizard over an empty cauldron and the correct ingredient, then cast the correct spell. Either drink it immediately or keep it in a vial for later use. Here are some of the ingredients you'll need – Mistletoe (strength), Clover (protection), Sulph (speed), Fairywing (flying), Apple (healing) and Crystal (invisibility).

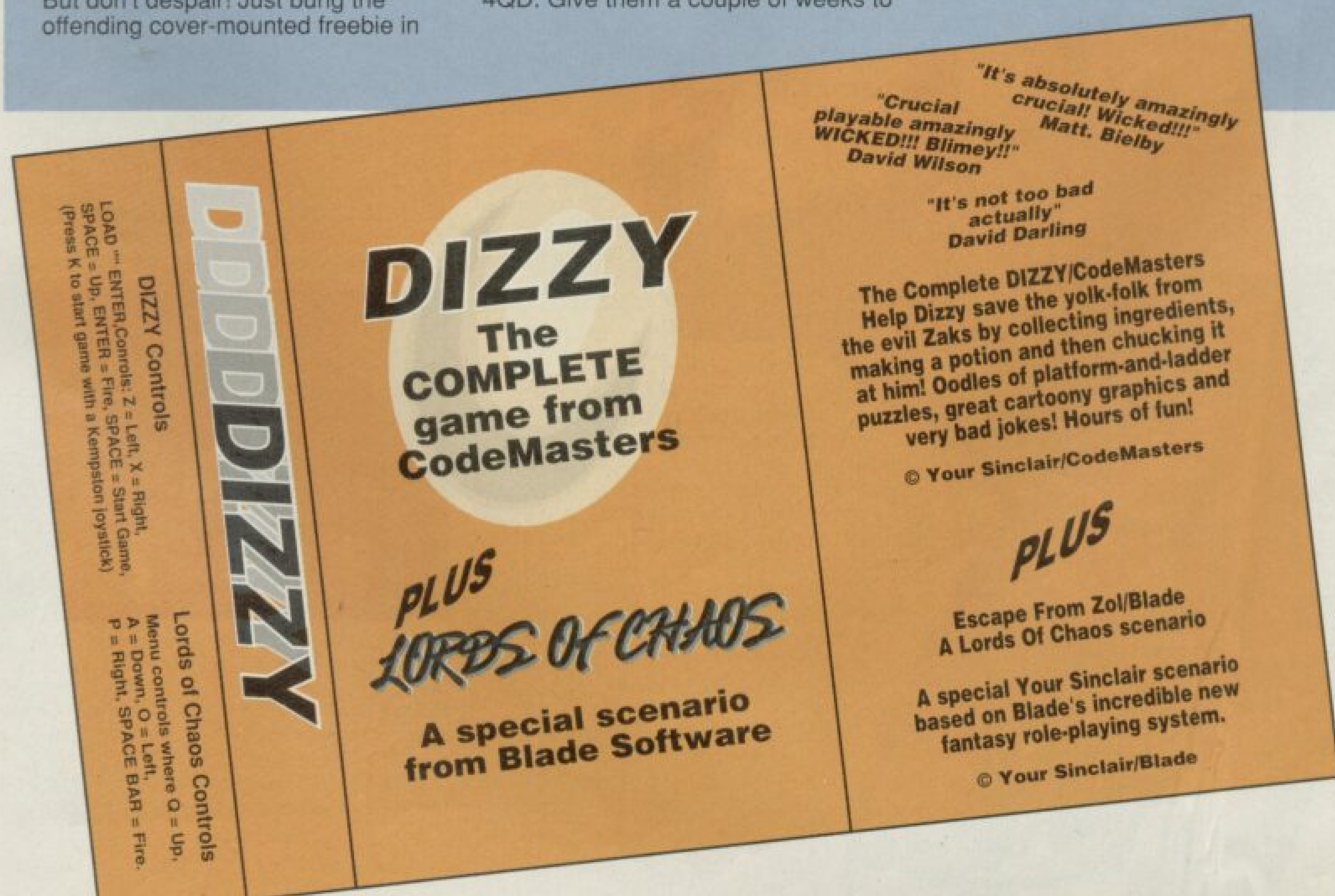


...And this is what it all looks like. (That's you in the middle there.)

Blimey! It all sounds very complicated, doesn't it, but don't be put off 'cos it's mega-stompingly brill! (A bit of patience and some trial and error wouldn't go amiss though!)

Tape Trubbs

Oh no! It's just the worst, isn't it? There you are, you've just set up your Speccy, loaded the game and nothing happens. It's a scandal! But don't despair! Just bung the offending cover-mounted freebie in an envelope, enclose an sae and post it off to *YS* Tape Returns No 29 *Dizzy*, Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD. Give them a couple of weeks to turn it round for you and, abracadabra!, a new, hopefully working cassette will be yours!

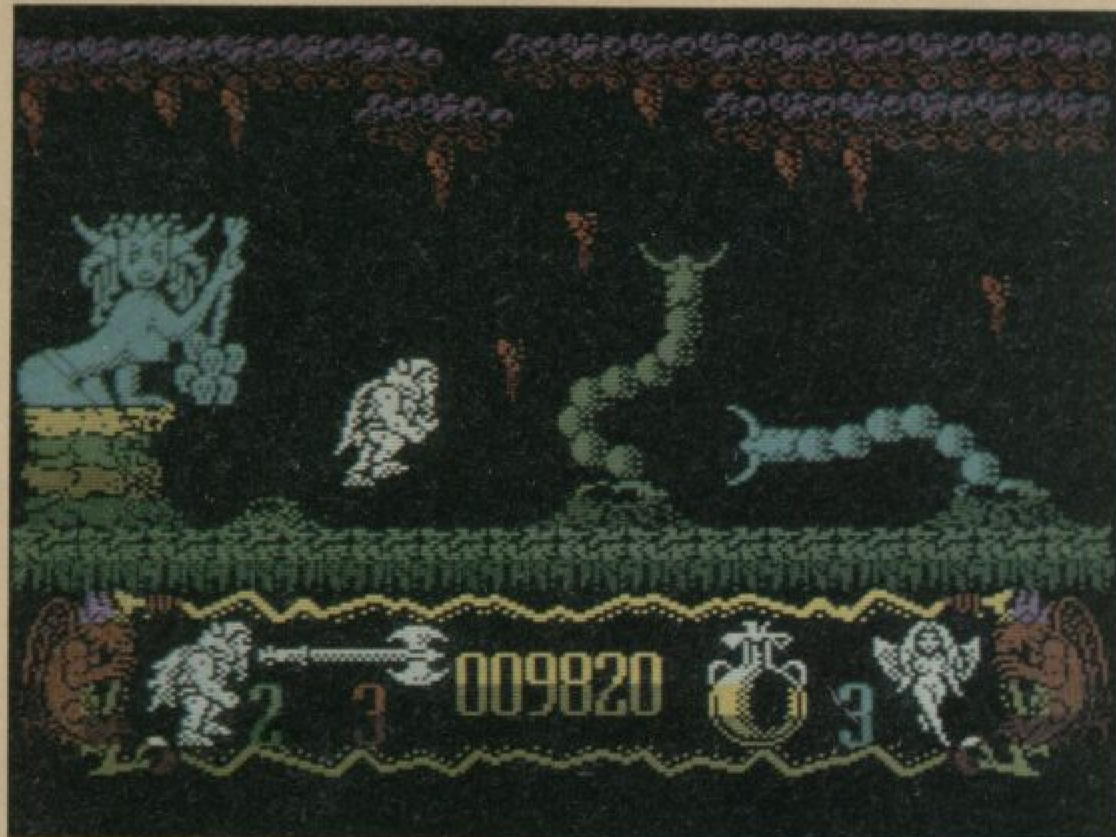


DELIVERANCE STORMLORD II

YS MEGAPREVIEW

So Raf Cecco, Hewson's ace programmer, hasn't deserted the Speccy after all! Hurrah! We looked for an expert to check out the man behind Megagames like *Exolon*, *Stormlord* and the two (count 'em) *Cybernoids*. But *Matt Bielby* went instead.

You'll remember *Stormlord*, of course – it was Raf's last (as in most recent) Speccy game for Hewson, an ultra-colourful arcade adventure with enough of the patented Cecco explodey bits to keep everyone happy. *YS* reviewed it back in June '89 (my first issue as Ed, fact fans) and it got a deserved Megagame, the latest in a long line in fact, stretching right back through *Cybernoid* and *Cybernoid II* to *Exolon*, his first game for Hewson.



These snake things curl up out of the ground on the first level, splitting into two when you shoot them. You have to destroy them a segment at a time! Blimey! Oh, and the statue in the background is a bit of a throwback to the first *Stormlord*, and may not appear in the finished game.

With a record like that, it's hardly surprising we were keen as mustard to check out his latest efforts, especially since there was a time shortly after *Stormlord* when we thought he might be about to dump the Speccy and move onto other things. Well, that obviously hasn't happened and in fact Raf seems pretty enthusiastic about his latest product – "It's the best thing I've ever done," he said. And who are we to argue?



Raf Cecco - he thinks programming is booooring!

Raf Cecco turns out to be a really affable, down-to-earth sort of bloke, much more interested in talking about his house, his car, the café his dad runs in central London and just about anything else other than Speccy games.

"You can't really write about programming, can you? It's too boring. All I know about is my house, my office, the project I'm working on at the moment, that sort of thing. I don't even know that much about the computer games industry really."

Even though you're a bit of an industry veteran?

"Yeah, I'm an industry veteran and I'm only 22! All the programmers are in their late teens, early 20s. What happens to them all? Where do they all go when they hit 25 or 30? I don't know. It's weird being a freelance programmer anyway – you can make quite a lot of money off one project, but you never really know where your next bit of cash is coming from. The thing is, technically I don't think I'm brilliant – I'm competent but there are a lot of people out there who are better than I am. The thing is though, lots of them can't write good games – they might be brilliant programmers, but getting them to come up with something playable, well, you might as well ask 'em to swim the Channel."



Raf's particularly keen on the bubble effect you can see here. "I especially like the bubbles," he said. "I think they're great."

Tell us about *Deliverance*. How does it differ from the first *Stormlord*?

"Lots of ways. I think it's a much better game. It's a bigger one for a start – there are six levels which



Deliverance is littered with all sorts of weapons to pick up and use. There's the basic 'poppy, firey' thing, which is meant to be like ball lightning, but this can be upgraded to a big throwing axe, grenades (which you can lob at things lurking below you out of a direct line of fire) and a spinning catherine wheel thing which richochets around the place. There's also the dragon of course, here seen attacking a big bouncy monster thing.

multiload, and each one is very different graphically from the last, unlike the first game in which they were all about the same. The main sprite's a bit bigger too, and he's being straightened out a bit – he'll look less like a dwarf and more like a Viking type. When I first started out on this new game I drew the character really big, but his feet started going off the edge of the screen! Well, almost. His size is a lot more manageable now.

"The idea is that you start off down in a Hell sort of level, and work your way up above ground, up some mountains and eventually to Heaven. The first level is lots of underground caves, with demons, lava flows, that sort of thing. There's a neat bit I've done in which you can jump onto the back of one of the little dragons that fly about and use it as a sort of magic carpet. When you press Fire he shoots flames out of his mouth, and there are some obstacles you find in



This one's a slightly later version of the game than the other shots – notice how the main character has become slightly taller, less hunched and dwarf-like.

mid-air that you have to jump over while the dragon goes underneath, then land back on the dragon again. It's a 'Yah-hoo Western' sort of thing.

"I'm not totally sure what all the other areas will be like, but there'll be a mine area with bats and stuff as you approach the surface, then perhaps a forest level, a mountain level and then the sky level, with clouds to ride on. I'm not quite sure what else to put in the sky level – angels and birds maybe, perhaps an aeroplane? Ha ha! I don't know yet.

"Um, that's only five levels, isn't it? There'll be another one as well."

What's the actual story all about then? Is it the same as *Stormlord*?

"Yes, pretty much the same – there'll be more imprisoned fairies that you have to rescue, but this time it'll be by collecting gold with which you have to buy back their freedom. I was thinking of doing a bit more with the fairies, but you can't really, can you? All they're good for is sitting there and looking 'captured'!"

The two games look quite similar. Were you able to use much of the same code as in the original?

"Not really. For instance, in writing this game I've had to redo the scrolling three times! I started off with the original *Stormlord* scrolling, which I was really proud of, but it used up far too much memory. So what I did was get the scrolling to stop whenever an arcade sequence came on and have some other routines for those bits. In the end though I scrapped it all totally, and came up with the present method which isn't quite as smooth, but allows far more in the way of graphics, and with no flicker at all.

"What now happens is that everything is drawn on what we call a back screen, which you can't see, and then copied over to the screen you can see – all the flickering that you get when a sprite is drawn is invisible because it's on the back screen. It's a bit like doing the dirties behind closed doors (?). The downside is that the copying process slows things up a bit, but the increased flexibility is worth it. Plus you get no flicker, unlike the first *Stormlord*, for which everything was directly drawn onto the screen that you could see. Um, does that make any sense?"

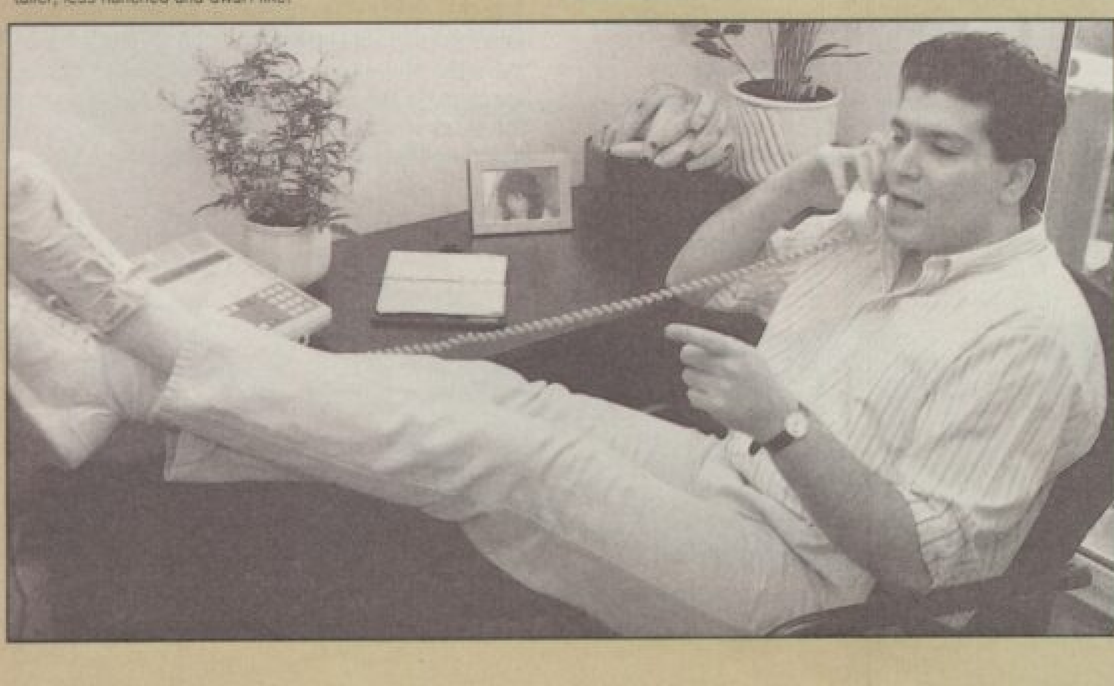
Well, sort of. Anything else you want to say?

"Yes. Why don't we go onto the bit when I talk about all my old games?"

Righty-ho.

Fax Box

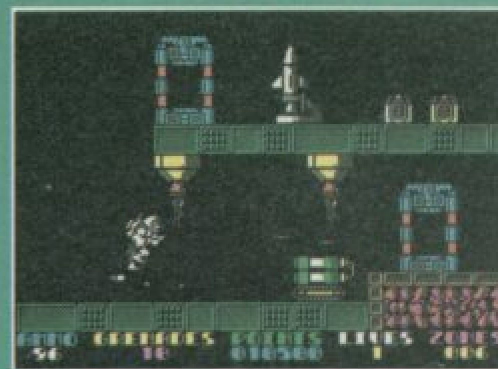
Game	*Deliverance – Stormlord II*
Publisher	Hewson
Graphics and code	Rafaelle Cecco
Music	Dave Rogers
Price	To be announced
Release date	April



The Raf Cecco Story

Right, Raf, let's take a little look back over your career to date, with your own opinions of the games you've worked on. In your own words, please...

Equinox
Um, well, this was the first one I did, when I was an in-house programmer at Microgen. You remember Microgen, they did *Pyjamarama* and all those games? Anyway, this must have been about four years ago. As for the actual game, well, it's nothing to get too excited about, but it's alright for its time I suppose.



Exolon

Cop Out
My other Microgen game, but unfortunately it was a bit of a disaster. The idea was for a sort of *Operation Wolf*, shooting-at-targets sort of thing, but it just didn't work out. Next!

Exolon
A-ha! My first Hewson game, in sort of mid-'87. I'm still quite fond of it because it was my first reasonably popular one. It was a sort of colourful, flip-screen shoot-em-up with a slight strategy element, pretty much like *Cybernoid* really, only with a little man, not a spaceship. What? it got a YS Megagame? Well, there you go then.

Cybernoid
Perhaps not my best technically, but still very playable, I think, because it had so much in it. It's the first game I actually enjoyed play-testing! It's another flip-screen shoot-em-up. *(And another Megagame, as well as being one of the choices in our 50th Birthday Celebrations a few months ago. Ed)*



Cybernoid II

Cybernoid II
Um, the same as the last one, really. Only more so.

Stormlord
Technically this is easily the best game I've done – except for *Deliverance*, of course. It's got some very smooth scrolling, but that took up so much space it limited what other things I could put in. In the end there were only four levels, and they all had to have the same backdrop because there wasn't space for anything else. It got a Megagame, didn't it? *(It did indeed. Ed)*

And the future?

"Well, I certainly haven't given up on the Spectrum, but the next game I do will probably be on another machine. I've got an ST and a PC which I've had a little fiddle around with, though not to the extent of writing anything. The PC is what appeals most I guess, because I'm sure they'll still be here in five years time, whereas the ST and Amiga, especially the ST, may not. It'll be nice to have more memory to play with, because even though you get 128K Speccies, everything I do has to work on 48K."

Do you think you'll ever do anything on the SAM?

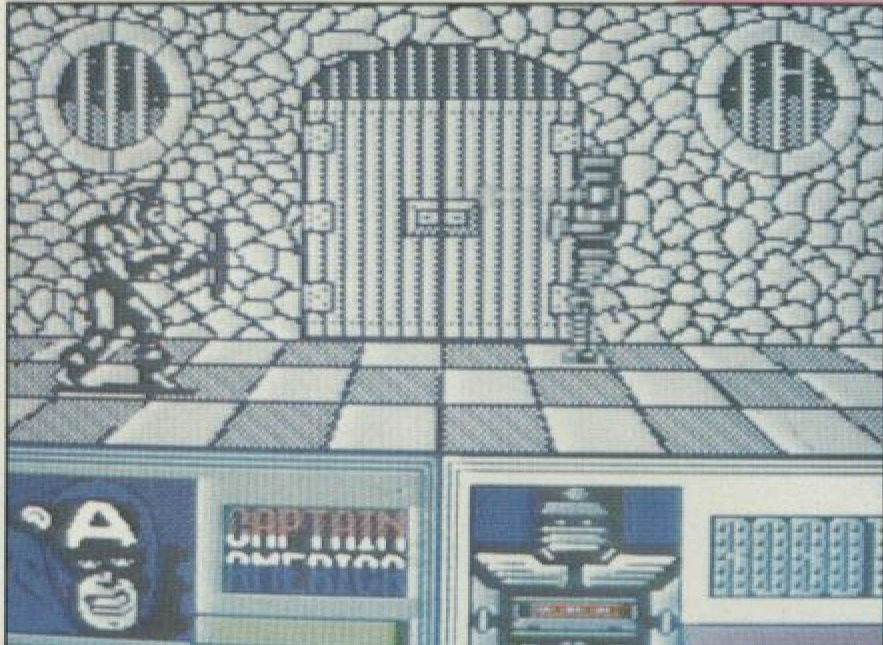
"Goodness knows – I've only seen photos of it! It looks a bit like it's upside-down to me – it slopes in the wrong direction. D'you know what I mean?"



Dr Doom's Revenge

Empire/£9.99 cass/£14.99disk

Dunc Superheroes, I don't know. When you really think about it you've got to concede they're basically a bunch of poofs in silly tight-fitting costumes. Most of them, that is – there's one superhero I wouldn't dare call a poof and that's Dr Doom, the iron-masked Marvel creation who's the centrepiece of this game.



Large(ish) sprites and varied characters there may be, but at the end of the day each fight looks pretty much the same as the last. Here Cap goes up against an unnamed robot guardian, but it'd look more or less the same whether it was the Rhino, Electro or big bad Victor Von Doom himself. Ho hum.



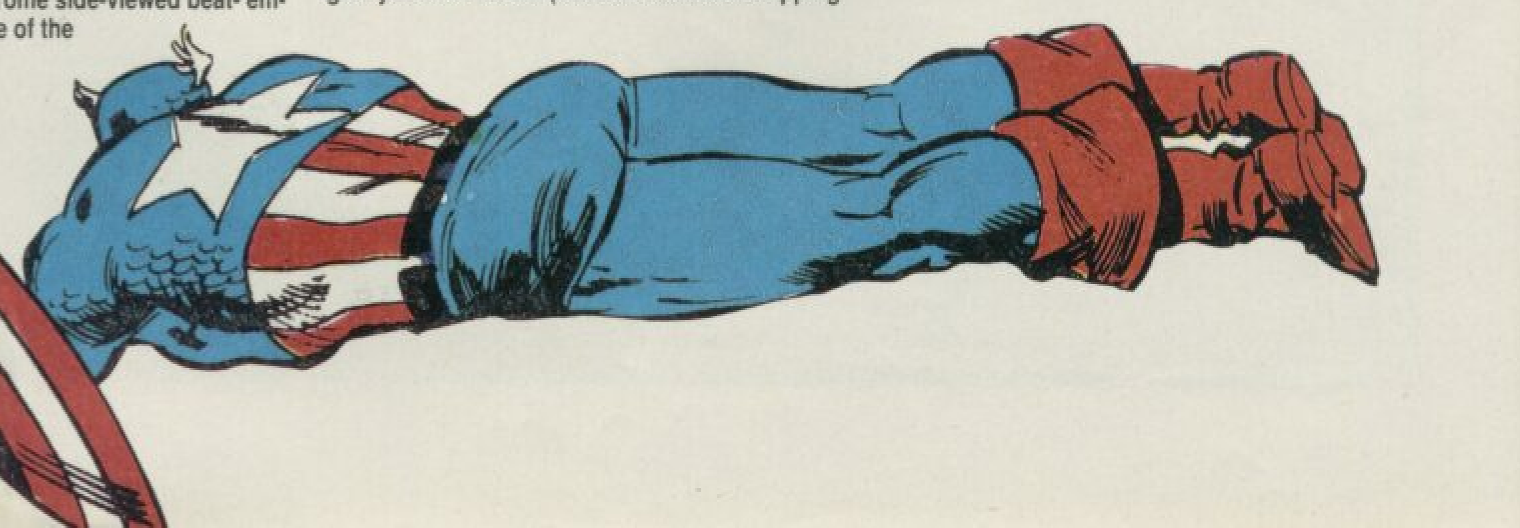
Mind you, he's not really a superhero at all – he's actually a super-villain, which is another kettle of fish altogether. No body-stockings for the good Doctor – he gets to wear a rather funky metal suit. Do you get to control him though? Um, no you don't as it happens. You get to control Spiderman (a poof) and Captain America (another poof). But what do you have to make them do? And, more importantly, how do you make them do it? Is it all rip-roaring fun? Well, read on and you might find out. But first I'll hit you with a tiny bit of scenario...

"Dr Doom has half-inched a nuclear missile, which he's going to launch at New York City – unless the United States surrenders and agrees to become a colony of Latveria (ie Dr Doom's country). So the President of the United States takes the only option open to him – he calls in a couple of blokes who wear tight-fitting body-wraps and asks them to go and sort the heinous Doom out. Spiderman and Captain America willingly agree, and off they gaily trek to Latveria. But what they don't know is that Dr Doom is not alone in his fortress – he's gone and recruited a whole load of other super-villains to guard his castle complex. There's Batroc, Rattan, Boomerang, Oddball, Eduardo Lobo *(He doesn't sound very dangerous. Ed)* and a whole host more."

So that's the scenario. But what lies behind it? I'll tell you – a monochrome side-viewed beat-'em-up, that's what. In some of the levels you're playing Spidey while in others you're playing Cap. Eventually you have to take on Doom, but to get to him you need to take on all his henchmen and robotic automations (and win). Both Cap and Spidey have a variety of moves at their disposal, as is par for the course in beat-'em-ups. However, one thing that's different is that the moves are related to your distance from a foe. For instance, in Captain America's case, if he's close to his adversary an 'up and fire' position on the joystick makes him smack the opponent in the head with his shield. If he's a bit further away the same joystick movement sees him handing out a hefty (but slightly poofy in my opinion) leaping kick. Further away still, and Cap will hurl his shield at his foe (and it'll then return as if by magic).

So there we have the basic idea. A fairly standard beat-'em-up with a Marvel Comics™ Character tie-in. And the backdrops are – well, you can see from the screenshots. But what about the animation and stuff? It's time for me to don my very own superhero outfit *(You poof. Ed)* and give you the verdict. (Sound of someone zipping up a purple body-stocking with glitter on the shoulder-pads.)

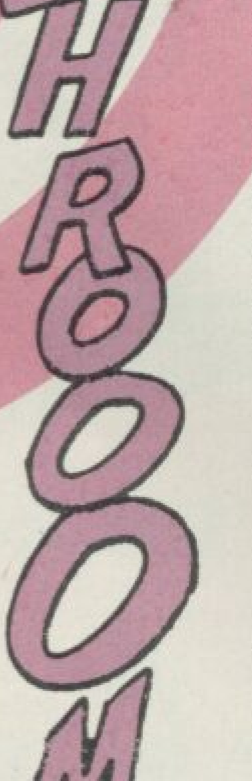
Ahem. Right. Um, the sprites are quite big. Erm, actually that's the best point – things go downhill a bit from there. The animation is jerky and a bit on the slow side. The feel you get when you clout someone, or when they clout you, is a bit limp (ie not 'crisp', if you know what I mean). There's a weedy sound to accompany the blow and one of the bars at the bottom of the screen gets a 'notch' smaller. (When your bar reaches zero you're dead, when his bar reaches zero he's dead.) Another problem is the width of the playing area – because of the size of the sprites it's hard (well, impossible actually) to put much distance between yourself and the super-villain you're fighting, and what's more the sprites can actually 'stand behind' one another. So there you are thrashing madly away to the sides while the Grey Gargoyle (for example) is standing there obscuring most of your body.







These bits are neat though – they're sort of comic book style pages which introduce each section of the game. This one, as you can probably tell, lets you know that you, as Cap, have to fight the robot and then the Rhino before moving onto the second level, which features Spidey, Electro etc. Nifty, eh?



All in all (and I don't like saying this but I have to because I'm wearing my superhero costume) *Spidey And Cap In Dr Doom's Revenge* isn't really that brilliant. I personally always judge this sort of game against *Target Renegade*, and in this case *Dr Doom's Revenge* takes a six-nil thrashing. However, if you're a total beat-'em-up freak then the game's certainly hard enough to keep you busy for quite a long time, and if you're a total Marvel Comics freak there are enough super-villains and heroes on offer to satisfy you completely – plus the nice touch of static comic-book screens introducing the levels. Right. Now to get out of this purple body-stocking. Oh no – the zip's stuck! Aaaargh – and someone's at the front door! Oh no! How do I explain my way out of this??!? *(It's probably a job for Excuse-o-man. Ed)*

finalverdict

80 / 60 / 40 / 20 — 74°

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
78°	74°	74°

DIAGNOSIS

Not a particularly brilliant beat-'em-up, but die-hards and fans of the comic books should like it.

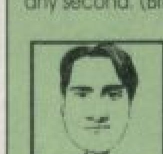
INSTANT APPEAL 72°

JOYSTICK JUGGLERS

Following the success of Whistlin' Rick Wilson's musical exploits (he was on Radio One, you know!), the other jugglers have been 'getting in on the act', with varying degrees of success. Let's see how they've been doing, shall we?



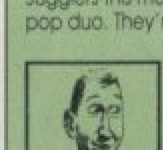
Matt 'My Left Feet' Bielby Matt seemed to be the most obvious candidate for pop stardom, what with his natural swooning abilities (now fully restored thanks to the *Alway How To Be Swoonsome* home correspondence course), but sadly his career seems to have hit a bit of a brick wall. "I'm so depressed," he confided. "It's going nowhere. You see, I've discovered I've got two left feet, and my voice is no great shakes either. In fact, it's crap." Little does Matt know though, top pop producer Pete Waterman is an avid reader of these very pages, and could hardly hope for a more suitable candidate for the Hit Factory treatment than our very own Ed! He's bound to ring any second. (Bring! Bring!) Why, there's the phone now!



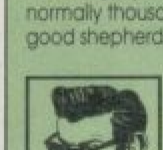
Robin 'Young Businessman Of The Year' Alway Robin doesn't actually see himself as the pop star type at all. "That prancing around on stage stuff's a mug's game," confided the financially-astute wizzkid. "I'm looking more at the long-term returns – how many of today's popstrels stay around for more than eight or nine months, eh? Not many, that's what! I'm more your Malcolm McLaren or Brian Epstein – the manager type. Want a cigar?" Er, no thanks, Robin. Have you got any acts lined up then? "Well, the first one was going to be Fun, Fun And More Fun, a bouncy pop trio with Rich Pelley, Jackie Ryan and Jonathan Davies. Trouble is though they've just split up – because of 'internal difficulties' or something. But I'm always on the look-out for new talent – the number's on my card."



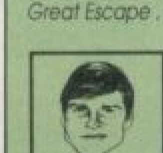
Rich 'Trousers' Pelley Erm, yes, Rich, what exactly were the problems with your promising new outfit? "Um, well...um." Is that it? Come on, you can tell us! "Oh, all right. Um, well, we fell out a bit." (Silence.) Yes, go on. "Well, Jon and Jack were really into being one of those 'three blokes who can't sing, can't dance but look quite chirpy' bands, except we'd be 'two blokes and one girl who...'" Yes, yes, we get the picture! And...?! "Well, I wanted to be more like the Stone Roses, you see. Look, I've got the flares." Yes, very nice too. "So I'm going solo." Does your tiff explain why the other two don't appear in Jugglers this month then? "Yeah, they're relaunching themselves as some new girl/boy pop duo. They're called Dollop."



Duncan 'Dippy' MacDonald Dunc is the only one of our jugglers with a solid musical background. "Yup, the music's in me alright," he told us. "I've been playing regularly to audiences for a few months now." Um, what sort of audiences? " Oh, all sorts – I get a very mixed crowd. You could call them sort of open-air concerts, I suppose." Exactly what sort of 'open-air concerts', Dunc? You've not been busking again, have you? "Oh no, no, nothing like that – it's more your Reading Festival sort of thing. Fields and that. In fact, I played Reading this summer – hundreds listening there were." But aren't there normally thousands at these big concerts? "Oh no, this was in July on my summer job. All good shepherds sing to their flocks, you know. They've got a very finely tuned musical ear."



David 'Whistlin' Rick' Wilson Ever since the soaraway success of *Hold My Hand Very Tightly (Very Tightly)*, our Davey has been fighting off rumours that he was a bit of a 'one hit wonder'. "I've been trying to follow it up, you see," he explained grumpily, "but the difficulty's been finding the right song. What I need is one with the same 'singalong' feel as *Hold My Hand*, but also allows me to show off my whistling abilities to good effect. At the moment it's a toss-up between *Whistle While You Work* and the *The Theme To The Great Escape*, but any other suggestions would be most welcome."



Marcus 'Mr Entertainment' Berkmann As a well-known rock columnist, Marcus has lots of contacts in the entertainment world anyway, so getting off the musical starting block has been no trouble at all. "It's really knowing which direction my career should take that's the difficult thing," he said. "I started off with the idea of being a sort of environmentally-concious rock star like Sting or Peter Gabriel, but now I've plumped for a more frothy, 'fun' image – I've already started lying about my age, to appeal to the younger audiences. I've been saying to everyone I'm 18 years old, but (hee hee) you and I know I'm really pushing 21!" Ahem.

SCORE

90° - 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90 or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!

80° - 89° PDGI (ie Pretty Damn Good!) A game well worth digging into the old dosh bucket for!

70° - 79° A very enjoyable game, but might not be of lasting appeal to everybody.

60° - 69° A few niggles. Lacking in certain areas. Think before you buy!

50° - 59° Pretty average. Very average in fact. Actually, it's a bit crap.

40° - 49° Um, below average (believe it or not).

30° - 39° So sickly it's due to hospitalised!

20° - 29° Very poorly indeed.

10° - 19° Critical – not expected to last the night.

0° - 9° Clinically dead.


SPORTS, MOVIES, ARCADE...
IK+
PLATOON
The first casualty of war is innocence.
COMBAT SCHOOL
MIAMI VICE
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YS/SAM COUPE COMPO

WIN! YOUR VERY OWN SAM COUPE! IT'S A HAPPENING COMPUTER!

The SAM Coupé – it's just like the Speccy, only better!
You might not have seen a SAM Coupé in the 'plastic' yet – after all, there still aren't that many about – but you're bound to have read an awful lot about them. Well, now's your chance to see if it's all true or not! Because (yes!) sitting here in the *YS* shed we've got our very own SAM Coupé, complete with disk drive (see *Rage Hard*) and all the bits, just begging to be won! Now you can upgrade your computer, but still use your old back catalogue of Speccy games (well, most of them anyway) and stick with your favourite games mag while you're at it! There's no doubt about it – it's a blooming miracle!

So what do I have to do?
It's time to put your thinking caps on, we're afraid! You see, this compo isn't quite as easy peasy lemon squeezy as they usually are, oh no! Let us explain. Basically, Miles Gordon Technology (makers of said computer hardware) has decided to set up its own software house, which will release SAM specific software only, the first of which should be appearing fairly soon (see *Psssf*). There's a bit of a problem though – what to call the blessed thing! (This naming of software houses lark isn't as easy as all that, you know).

Even with the benefit of Mel Croucher (the funniest man in Europe) chipping in his own ideas, the best suggestion so far is 'SAM-Antics' (a clever bit of wordplay combining the term 'semantics' – meaning 'the science of the meaning of words' – with the notion of having loads of fun on your SAM Coupé). Not very good really, is it, Spec-chums?

So this is where you come in – MGT wants you to take a shot at naming its new software house! A bit of a tricky task, we admit, so here are a few ideas on how to set about it.

For a start, just have a think about the names of all the existing software houses – some of them are good, but some are a bit crap to be honest. The most important thing is probably that they mean something – a totally made-up word like, say, Thalamus or Tengen doesn't really stick in the mind too well, does it? So what can you do with 'real' words? Well, you could choose a big, powerful-sounding name taken from the world of animals or nature (like Ocean or Alligata or Firebird, say), or you could have one that sort of describes the high standards your new software house will set itself (Elite, for instance, or Superior). Or perhaps you'd like to attempt to rather cleverly combine the names of the most important people involved, to come up with a made-up word, but one that kind of means something as well (like Dominic Wheatley plus Mark Strachan equals 'Domark', or, um, Bruce Gordon and Alan Miles would equal 'Bralan', or something).

Best of all though would probably be something that cleverly combines the idea of the SAM Coupé with the idea of having fun – like SAM-Antics only better. Names like CodeMasters or Activision are perhaps the kind of thing – they're original, they sound quite good, and they sort of describe what the companies are all about.

Right, that should've sorted you out. Now see what you can do.



What you win!
And, surprise surprise, guess what we've got to give away? That's right – a totally spanky hottest-property-in-the-computer-world SAM Coupé. But of course that's not all – just imagine the glory of having named a real software house! It's a winner!

All you have to do is fill in your name suggestion on the form, add your reasons for suggesting it (if you've got any!), then post it off on the back of a post card – NOT to our new *YS* address though, but to Miles Gordon Technology themselves. It's The *Your Sinclair*/MGT *I've Got A 'Dope' Name For A New Software House* Compo, Miles Gordon Technology, Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea SA7 9EH. And don't forget – get those entries in by April 30th 1990 or else!

YS/MGT Compo

Have I got a name for you! It's obvious that you should christen your new software house

....

And here's the reason why:

....

....

....

Name..

Address..

.... **Zip Code**..

RULES

- Make sure you've 'named that software house' by the end of April or there'll be no SAM for you, my fine feathered friend!
- No guests from either Miles Gordon Technology or the Future Publishing side of the family will be allowed to name the infant software house (or there'll be big trubbs!)
- Matt's the birth certificate registrar for this one, so no messing with his decision or there'll be even more big trouble!

DON'T BE CAUGHT OUT!

GET A TRUSTY YS SUBSCRIPTION TODAY!!!!!!

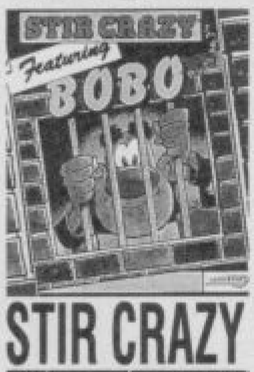
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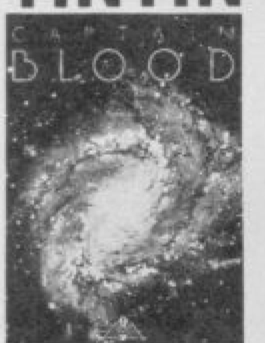
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- ☐ UK only — one year **£19.95**
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The FREE Infogrames game I'd like is:

- ☐ *Tintin On The Moon*
- ☐ *Stir Crazy (featuring Bobo)*
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RAINB

Ocean/£9.99 cass/£14.99 disk



Matt Look, I'll come clean – cute platformy arcade games are the bee's knees as far as I'm concerned, so don't expect an unbiased review here. They're brilliant, aren't they? Lots of lovely huggable little characters, hundreds of snappy sub levels, billions of jumpy platform-and-laddery bits – you can't go wrong. And the best bit is, they've nearly all got playability coming out of their ears! Even the crap ones. (And *Rainbow Islands* isn't a crap one, I can assure you of that!)

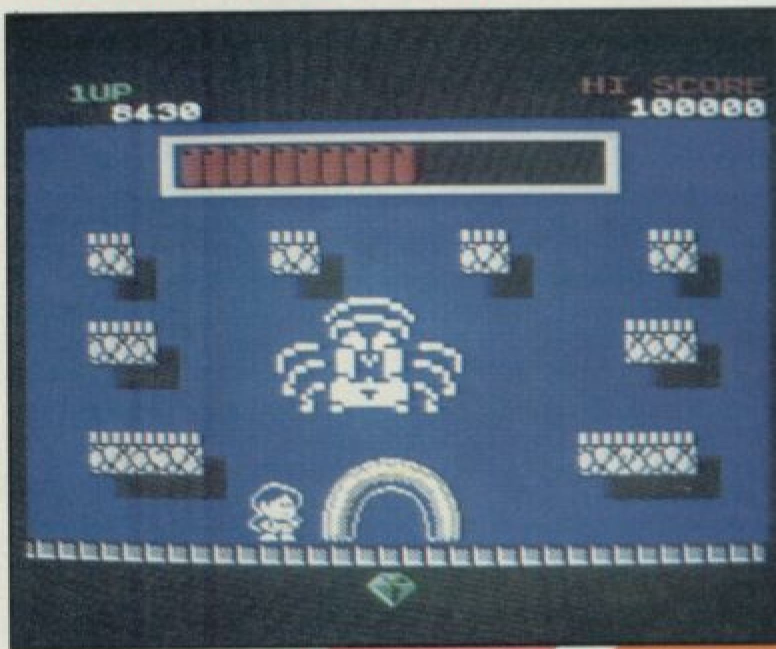
But hang on a minute! Before we go any further, let's step back a few months for a quick look at the Speccy version of another cutie game, *Super Wonderboy* – not an especially brilliant conversion, saddled as it was with monochrome graphics and a vague floaty feel to the characters (plus a dismal multiload), but still a winner in my book. It couldn't really fail, you see – the original *Wonderboy* coin-ops were so strong that you could totally muck up the conversion and it'd still come out brilliant.

Or what about *The New Zealand Story*, an excellent conversion of a cutie coin-op, just as playable as the original (no floaty characters or anything – at least, none that weren't meant to be!) and blessed with a reasonable multiload to boot. It just had to get a Megagame, didn't it? Let's flick back through the issues – ah, here we are. Yep, it got a well-deserved 93 degrees – but how much more would it have been worth if it'd been in colour (*NZ Story* was in fetching yellow monochrome, if you remember)? Well, it'd have to be at least a 94, wouldn't it? And (spook!) guess what I'm going to give *Rainbow Islands*? Yes, that's right, 94! In other words, it's just as good as *The New Zealand Story*, but it's in colour! Hurrah!

So how does it all work then? (What d'you mean, at last?) Well, basically it's another variation on your Mario Brothers/*Wonderboy*-type game, with a very cute little character bouncing along, jumping over gaps, shooting and dodging equally cute-but-slightly-more-vicious baddie characters, and collecting oodles of fruit and stuff. But (but! but!) there is a bit of a difference here in that you're working your way up the screen, not along it, and against a very tight time limit too! Y'see, the islands (one island equals one level of the game) are sinking, and that means that if you don't hurry up (which the game constantly reminds you to do) the ever-rising water level will swish up and drown you. It's a nautical nightmare and no mistake! Each island has a theme, and a selection of about six basic creatures populating it – for instance, on Insect Island they're all insects, on Toy Island they're all toys (not that hard, is it?). Though the baddies look different on every level, they all behave in more or less the same way. For instance, each level has its own type of flying creature (bees, helicopters, bats etc), walking-back-and-forth sort of creature (caterpillars, trucks etc) and so on. They all have giant end-of-level baddies too (normally a bigger version of one of the baddies from the level), and are divided into handy bite-sized sub-levels, which take a comfortable two minutes or so to play.

You yourself are a bouncy, jumpy sort of Wonderboy character (unfortunately they've junked the dinosaurs from the original *Bubble Bobble*, which I find a bit of a shame – though to be honest this is a very different game and hardly a sequel as we normally mean it at all), and you're equipped with a single weapon – rainbows. These come in single, double or triple loop shots (upgraded by collecing potion bottles – one of many pick up-able doobries littered through the game) and perform a multitude of tasks. You can trap a baddy by dropping a rainbow on top of him, zap one by hitting him with it, and form bridges to run up over to help you reach higher platforms.

Brilliant they are, and learning how best to use them is a lot of the fun of the game – a lot, but not all of it, because once you've sussed out how to complete each level there's still the challenge of gathering more points while you do it. There are far too many ways to score (oo-er) than it's possible to list here, but the order in which you collect things (like diamonds, which most monsters release if killed in a certain way), the use of magical items and the finding of the secret rooms all count for something (actually there isn't a secret room in the Speccy version – it wouldn't fit – but if you do all the things you'd normally do in the coin-op to find it you'll still get the extra points. Try it and see). Anyway, enough of this detail stuff – the game is packed with it, and learning all the different things you can do is part of the fun anyway. Let's take a look at the levels.



Eeek! It's the giant end-of-level spider from Insect Island! (Not the most impressive end-of-level baddie in the game, perhaps, but he should give you some idea of the sort of thing to expect.) Killing him involves running to the right, shooting him when he hits the ground, then running to the left (making sure he doesn't touch you) and shooting him again (or something). It's pretty hard.

YOUR SINCLAIR MEGAGAME



Here we are, right at the start of the first bit of Level One (Insect Island). As you can see, I'm standing on a rainbow (using it's handy 'ladder' properties) and I've 'captured' a piece of fruit in another one over to the right there. A bit pointless actually, since fruit doesn't actually do anything (except wait there to be collected) but if it'd been an animal it would have been a different story.

Level One *Insect Island*

This is the first island you come to – it has a nice blue sky background and is populated by hundreds of cartoony bugs (it's the one they illustrate on the advert if you've seen that). Touching any of the bad guys is fatal, but avoiding them can be too because they tend to get more aggressive if ignored – for instance, the ladybirds will just walk around normally, but if you jump past without killing them they get angry and fly up after you.

Other baddies include caterpillars, crows, spiders and the occasional hive (which spawns more bees – shoot it quickly before any of them

escape). At the end of each sub-level you jump onto the top platform and lots of fish-like objects bounce up around you, turning into yummy fruit ("Hurrah!" or "Goal In!" (?) as the game keeps telling you in best Japlish). The end-of-level monster is a giant spider – not the best giant baddy in the game, it's true, but still very hard to obliterate until you get the hang of things.

Level Two *Combat Island*
This one is packed with military-type stuff, from helicopters (which behave exactly the same as the bees) and trucks (read: caterpillars) to tanks, cannons and bomb-dropping planes. There's a giant, smiling, bomb-dropping helicopter at the end too.

Level Three *Monster Island*
All dark and spooky, this is where the bats, skeletons, ghosts and ugly Frankenstein monsters lurk. Again, they behave more or less the same as the previous baddies, but with nice touches of their own – for instance, the bats hang from the bottoms of the platforms, and some turn into lightning tossing vampires as they get closer to you. Yikes! The giant baddy at the end is a bigger vampire, who shoots out bats all over the place.

and-bricks game, with all the baddies (looking more like a set of wobbly shapes than anything else) from *Revenge of Doh* (the second *Arkanoid* game) making some sort of appearance. Weird!

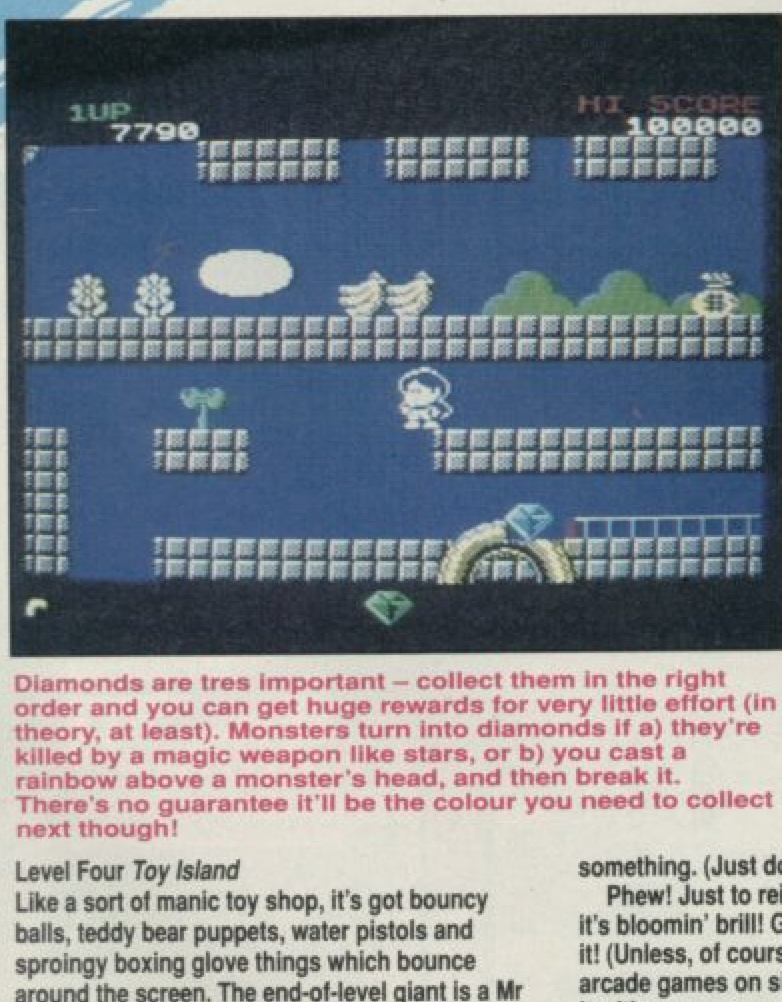
There are two more levels (Robot Island and Dragon's Island) but apart from the names I don't really know that much about them, I'm afraid – would it be too much to guess that one's full of robots and the other's packed with dragons? Probably not (but write and let me know if I'm wrong!)

And that's it really. Just before we go though, I'd better explain the rather spooky circumstances

Glug! Glug! Bluduug! The island is sinking, and I'm still not at the top yet! See, it's got me – I'm keeling over and dying!



BOW *Islands*



Diamonds are tres important – collect them in the right order and you can get huge rewards for very little effort (in theory, at least). Monsters turn into diamonds if a) they're killed by a magic weapon like stars, or b) you cast a rainbow above a monster's head, and then break it. There's no guarantee it'll be the colour you need to collect next though!

Level Four *Toy Island*
Like a sort of manic toy shop, it's got bouncy balls, teddy bear puppets, water pistols and sproingy boxing glove things which bounce around the screen. The end-of-level giant is a Mr Punch-type doll.

Level Five *Arkanoid Island*
Um, didn't actually get this far, but from what we can gather it's sort of based on the famous bat-

through which Ocean got to publish this game. Y'see, what happened (roughly) was that when Firebird and Rainbird got bought from British Telecom by MicroProse last year there was a bit of a misunderstanding over whether the rights to *Rainbow Islands* (bought by BT from coin-op people Taito) went with the sale or not. So even though MicroProse now owned the code to all five versions of the game (put together for Firebird by programmers Graftgold) they didn't have the rights to actually publish and sell it! In the end a sensible arrangement was reached whereby Ocean (who somehow got approval from Taito to publish the game) bought all the actual code from MicroProse, and Bob's your uncle – everybody's happy. Or something. (Just don't ask me to explain again.)

Phew! Just to reiterate then. *Rainbow Islands* – it's bloomin' brill! Go and buy it, you won't regret it! (Unless, of course, you hate all cutesy Japanese arcade games on sight, in which case you'll loathe it with a vengeance). It's probably the surest thing to being a monster hit since *Chase HQ* (but then it's a major Ocean release, so you knew that already of course) and, what's more, it deserves to be too! You can't say fairer than that, can you?

finalverdict

80
60
40
20
94°

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
85°	93°	94°

DIAGNOSIS

If you hate cute platform games you'll loathe it, but if you like them you'll think it's the best game ever played (or as near as dammit).

INSTANT APPEAL
91°

WILD STREETS

Titus/£9.99 cass/£14.99 disk



Rich Ready for the plot? Okay, here we go. You're a cop. Your job is to rescue the head of the CIA, who's been kidnapped by the Mafia (because he'd been trying to organise a major drugs clean-up or something). And, um, that's it, more or less. Hardly original, eh? Oh well, never mind – it sort of suits the game.

Basically, this is about as bog-standard a beat-'em-up as you can get. You've to fight your way through 'five action-packed levels', each divided into lots of sub-levels (ie different screens, because it doesn't scroll!), and featuring various sections of New York. Not easy, you might say, but luckily the NYPD have provided you with some help to prepare you for the forthcoming onslaught of violence. No, not a whopping two-ton bazooka and a bloomin' huge tank (which I'd have chosen) but a rather large pussycat and a tiddly little pistol. Titus seems to think they'd be more help. Oh well.

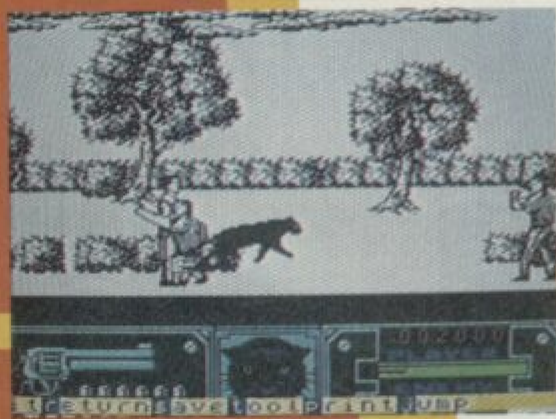
As with most games of this type, everything is viewed from a cross-sectional perspective, which means you see everything from the side as you walk from left to right, killing everybody/thing in your path. The best way (as you might expect) is to deliver a quick parp from the old gun, knocking 'em dead in a flash, but oh no! As luck would have it, in your eager rush to single-handedly take on the entire cigar-chewing Mafiosi, you've forgotten to pack more than six bullets! A bit of an oversight, I'd have said, because once you've dispensed with all your ammo (round-about the third screen) you have to resort to the usual kick-and-punch method, which is not only slower, it's been done much better before. Take *Renegade* for example (which'll only cost you three quid these days).

Ho hum. Anyway, how does it work? Well, various waggles on the joystick will enable you to punch and kick your enemies in various parts of the body, which is all well and good as far as it goes, but unfortunately it doesn't go very far. For example, no throws or leg sweeps or any other vaguely interesting moves are up for grabs – I'll admit it is possible to head-butt, but the pathetic beeps that the Speccy gives off and the lack of pain on your enemy's face when you sock it to him above the eyebrows hardly make it worthwhile. The end-of-level baddies only take a few punches here and there to see them off too. I don't know, baddies these days – they've just not got the staying power.

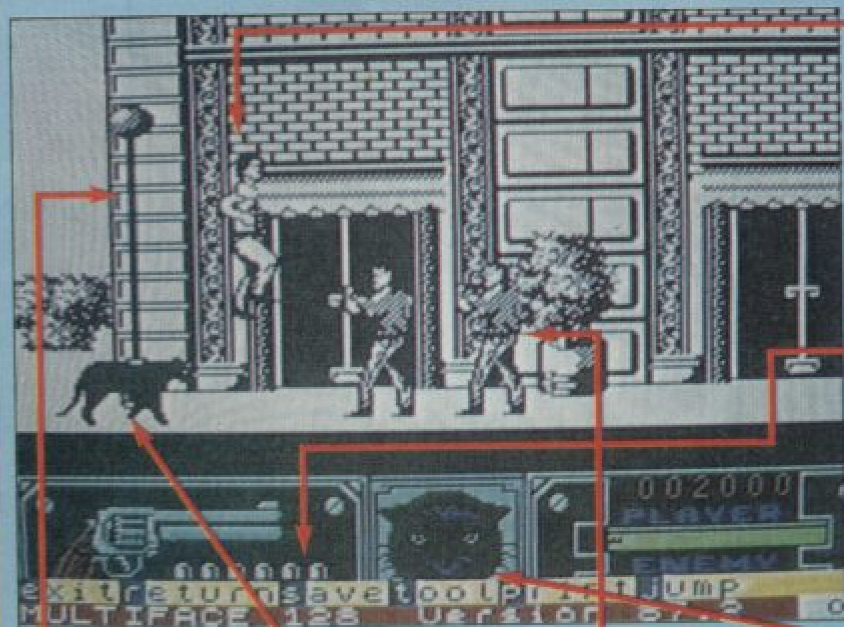
Yes, yes, yes! But what about the pussycat, I'm sure you're shouting! What does he do? Surely he spices things up a bit with a spot of criminal dismemberment or something? Well, no actually. I mean he *should* – he's a blimmin' panther! But with a name like Black Virgin all he does is wander around looking bored (intelligent animals, panthers), then jump up and knock one or two of the baddies over when you're in a bit of a tight fix. No blood or anything. Personally I think he'd be more help as a rather silky fur coat to keep you warm through the cold streets of New York!

So what's the plus side? Well, the characters are large and quite well drawn, and the flip-screen backgrounds are well detailed, adding more variety and realism to the game than in many others. Unfortunately though, a few minor things seem to have been ignored – playability, smooth animation and sound. The movement of the characters is both jerky and unrealistic (check out that jumping movement!), and what is that large banana-shaped thing doing each time you throw a punch? Growing out of your head or what?

Um, so where does that leave us? Well, I can't help thinking it's with a well-known four letter word beginning with 'c', I'm afraid. Well, perhaps that's a bit harsh, but it's just soooo boooring. I mean, I'd happily let the CIA bloke die rather than go through the hassle of trying to save him in the first place. (Sorry, any CIA types out there – I don't mean it personally.)



As you can see, things can sometimes get a tad conjested, but I suppose it can't be helped. Note our trusty pussycat ('Black Virgin'?!?) who's finally decided to do something constructive and tried to pounce on a baddy. But missed.



That's you in that strange position, actually going for a kick in the groin, but unfortunately you've jumped too high. Oops!

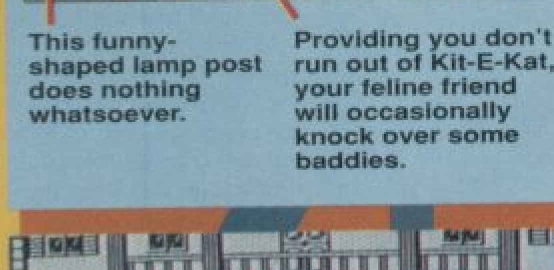
No doubt you'll soon run out of ammo - you can collect more from the bad guys (once you've kicked them in the head a few times, of course).

This funny-shaped lamp post does nothing whatsoever.

Providing you don't run out of Kit-E-Kat, your feline friend will occasionally knock over some baddies.

These punks are quite tough and take a good few punches before they die..

Score, bullet count, energy level, Panther pic - you'll find them all here !



Weeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee!!!!!!!! (That's me flying through the air.)

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
48°	67°	40°	55°

DIAGNOSIS

Yet another beat-'em-up with absolutely nothing new or interesting to offer. Sorry, I just didn't like it.

51°

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Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2AP.
Star letter winners receive three games! All letters win a YS badge.

Ha ha. We've changed publishers and are happily nested in Bath. So guess what that means? No interruptions by T'zer, that's what – she's nearly 200 miles away in London, slaving away on *ZERO*. So I can do exactly as I please without fear of any little remarks being added when I'm not looking. Total power, eh? It's not all it's cracked up to be, you know. Er, actually, on second thoughts, it *is* all it's cracked up to be. It's brill. Ha ha. Let's go.....

LAND OF THE GIANTS

You may not believe this story, but it's true. It was a dull Sunday morning and there was nothing to do except play on my Speccy. Then I remembered I could play *Power Drift*. Brill, I thought to myself as I chose the fit blonde and the first course. I played for ten minutes, then did my paper-round. When I got back in I watched *Land Of The Giants* and, just as it was finishing, I remembered I'd left my Speccy on! I rushed upstairs expecting to find the poor thing poaching eggs on its disk drive. Instead I found *Power Drift* still blaring its ace music out. I decided to play. You could imagine my surprise when the other cars didn't move as I set off round the course. I came in to finish my first lap and there they were still parked on the starting grid. I finished the first set and found all four tracks were the same! When I eventually finished the fifth set I expected the high score table to come up, but nope! Instead I went onto an extra lap. And guess what? Instead of being a car I was a motorbike!!! Can you believe it!? Then came the high score table.

Check with Activision if you like but I know what I saw!
Rog The Dude
Wakefield

Yes, we know. It was a little 'surprise' bunged in by the programmer – the motorbike in question is the one from Super Hang On *(which was coded by the same bloke, you see). Just to backtrack though – um, you said that you "did your paper-round, got back in and watched* Land Of The Giants*". Well, assuming your paper-round starts at seven o'clock and* Land Of The Giants *starts at one, that means (erm, calculator out) it takes you six hours to complete. SIX HOURS! What on earth do you do? Travel on a sloth or something? Carry on like that and you won't be getting many Christmas bonuses this year.* **Ed.**

NEARLY A RECORD

For Christmas I got the +3 Action Pack and I have completed *Operation Wolf* using the light gun. To prove it the message at the end says "A successful getaway. You rescued five hostages. Bonus $100,000. You are a real pro." My score was 511,622. Is this a record?
Steven Mason
Kirkmuirhill

Bad news, I'm afraid. The actual record score on Operation Wolf *is 511,623. Yes yes yes – I know you were only one out, but 'a miss is as good as a mile' as they say. Better luck next time.* **Ed.**

EVERY DAY'S A RAINY DAY

I thought you might like to know that the weather in Carmarthen is terrible at the moment. It is very windy and pouring with rain. (By the time this letter reaches you this weather report may well be out of date.)
Robert Wilkins
Llangunnor, Carmarthen

Not a chance. I've been to Carmarthen on several occasions, and from what I could make out that weather report of yours will never be out of date. **Ed.**

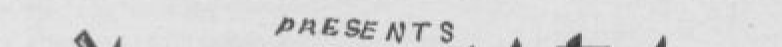


HIM AGAIN

I was hoping you could help sort something out – this *Teenage Mutant Hero Turtles* thing. I always thought that it was supposed to be *Teenage Mutant Ninja Turtles*, but the arcade game (and cabinet) shows 'Hero' instead of 'Ninja', and so does the blinking TV series. But if you listen closely to the music on the arcade game it sings "Teenage Mutant *Ninja* Turtles", or at least it sounds more like 'Ninja' than 'Hero'. Was there a mix-up somewhere? Was I wrong from the start and it's always been 'Hero'? Please help.
Leigh Loveday
Port Talbot, W Glamorgan

Everybody's wrong. I phoned the bloke who wrote the original coin-op music. Admittedly the samples are a little on the naff side, but what the lyric line is actually saying, if you listen even more carefully, is this – "Teenage Mutant *Hedgehog* Turtles*". Hope I've been of assistance.* **Ed.**

DOODLEBUGS



A couple of 'interesting' artistic impressions of the *YS* team this month, neatly tied in with current games. *Shinobeilby* is by **Glen 'Mosher' Kernaghan** from Armagh, Northern Ireland, while the slightly dodgy looking *Dan Dave* is from **Richard Swann** of Camberley, Surrey. Both of them get a free game for their efforts. Give 'em a big cheer!

Come on! There've got to be tons of chaps and chapesses out there who can do as well as Glen and Richard! Send your doodlings, in black ink only please, to the *YS* Doodlebugs bit, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. You could win a free game for your efforts! Hurrah! (And try and make them funny please.)

STAR LETTER

REMARRIED IN KENYA

Firstly I must thank *YS* for saving my life. Let me explain. I have had a Speccy for almost two years now, and in April last year I had reached the lowest possible moral a mortal can reach. I hear you ask why. Well, down here it's more dry on the software front than the Sahara Desert. New games are very, very hard to come by, and when you do find them they sell at an average of £24. I mean, just imagine a Speccy game at 24 quid!! *(Especially a CodeMasters one, eh? Ed)*

Anyway, in April I was really tired of playing the same old games over and over again – and I decided to sell my dear old Speccy! I hear you cry out about me being cruel – well, calm down, because as I was passing my newsagent I happened to see... the May issue of *YS* – with a free badge and tape! I couldn't believe my eyes. Up until then I didn't know that such a mag existed. I rushed into the shop and reserved the one and only copy on the spot.

I am now the proud owner of eight copies of *YS* (so far) all with Smash Tapes. Therefore, *YS*, I thank you for saving my Speccy and myself from divorce. We are now happily remarried and are on our second honeymoon! Your magazine is not narrow-minded because it covers wide topics, such as The Guide To Doing Things (very valuable). I thank each and every one of you who make *YS* possible.

Shafiq Jamal
Nairobi, Kenya

PS I am waving your flag in these high seas. Uhua!

And may you continue to wave it for many years to come. (Uhua!) Um, I'm not generally known for having a kind heart so I'm faced with a dilemma – do I or don't I give you the Star Letter? I was going to until I realised that three games to you means 72 quids' worth or thereabouts. I mean to say – what a windfall. People will start to suspect that I might really be quite nice after all. My image could be destroyed. Oh, I don't know. Erm, okay then, you can have the Star Letter, but never again, alright? (And I'll post them second class.) **Ed.**

LONG ENVELOPES

Until now I have not complained about *YS* at all. But after issue 49 I must point out to you that we don't all use two-metre-long envelopes. It really gets up my nose that month after month you insist on huge names for your compos.

Darren Purvis
Bridge of Earn, Scotland

Eh? We always use envelopes of at least two metres' length here at the YS office – that way we can write someone's name, address and post code all on one line. A bit of a timesaver actually. I suggest you pop out and buy some proper ones. There. Problem solved. **Ed.**

IT'S A LIMERICK

Here's a limerick from me –
There was a man from Tanslair,
Who had some cash that was spare,
He must have been mad,
He must have been said *(Eh? Ed)*,
Because he never ever bought *Your Sinclair*.

Sajeed Patel
Plaistow, London

There was a young man from Plaistow
Who once wrote a limerick, you know.
But it was totally crap,
Just like this one in fact,
And so he doesn't really deserve a badge or anything.

WORK-SHY

You should have seen what I had to do to get my Spectrum 128. I had to wash windows, wash cars, do babysitting, do a paper-round (and a bit of gardening – and do a milk-round). It took me six months to get £150 but it was worth it, even though I got to school late most of the time.

Trevor Clarke
Birmingham

Call that hard work? You don't know you've been born – I work harder than that when I'm asleep. Just wait until you get out into the real world, then you'll discover the meaning of the word 'work'. **Ed.**

UPGRADING IN WALMLEY

I am going to be upgrading from a 48K Speccy to the new 256K SAM Coupé. I was wondering if you were going to have a SAM games section in the mag, or a new mag called *Your SAM, Your Coupé* or even *YSC* (*Your SAM Coupé*). If you are then please tell me.

Philip McAllister
Walmley,
West Midlands

We're not. BUT we will be telling you which of our reviewed games are compatible. Not this month, but the next. Okay? **Ed.**

Trainspotter Award



RETURN TO SENNA

Oh dearie me! An unfortunate mistake found. You said in *YS* 48, page 69, that Ayrton Senna was the Grand Prix World Champion. Fortunately untrue.

He could have won the title if he had won one last Grand Prix of the remaining two of the season, without Alain Prost scoring a point. But, to the joy of people like myself who hate Ayrton Senna (and laugh our heads off every time he goes off the track), he did not score any points at all. He was disqualified from the Japanese Grand Prix after missing out part of the track and being push-started after colliding with Prost (thereby having a reckless driving charge slapped on him and a one-year suspended sentence. Ha ha ha.) He then, in the Australian Grand Prix, crashed into Martin Brundle taking his left front wheel off and therefore making him unable to continue the race! As Prost did not finish the race either (he deliberately went off in the first lap as a protest) *(The clot. Ed)* Prost became World Champion and not Senna.

Long Live Alain Prost, Nigel Mansell, and Yah Boo Sucks to all Ayrton Senna lovers. I rest my case.

M Barrett
Pontypridd,
South Wales

You're obviously a bit of a buff, aren't you!? But not clever enough, my fine feathered friend! We wrote that Senna was world champion in YS 48 which came out in November 1989. Now then, this was written in the Vox Pop bit where we talked to readers we met at the PC Show. The PC Show took place in late September 1989, but the Australian GP took place in early November! We were therefore quite obviously referring to the 1988 racing season. No trainspotter for you! (Anyway, I quite admire Ayrton Senna's crashing 'tactics'.) **Ed.**

THIS WAY UP

I would like to inform you of a mistake that your mag made in the February issue.

The mistake is on page 33, about half way down. You state that "pictured below are several of the original characters from the original *Dan Dare* strip". Wrong. It should have read "pictured above are several of the original characters from the original *Dan Dare* strip". I therefore claim a Trainspotter Award.

James Chivers
Horley,
Surrey

I don't know, I don't know. It's a bit of a 'grey' area, this up or down business – after all, everything's relative. (Especially in this case, as Dan Dare's set in space, where there is no up or down.) Tell you what I'll do – I'll do one of my 'balancing tricks'. I'm going to try to balance the YS microwave oven on top of a vertically-inclined pencil. If it 'stays up' you get a Trainspotter. If it doesn't you don't – here goes. (Lengthy pause followed by 'smash' sound.) Oh dear, the microwave's broken. Sorry, no Trainspotter (and no Lean Cuisine for me this evening.) **Ed.**

(Erm, I couldn't think of another word that rhymed with Plaistow, but I'm sure you get my drift – your limerick's crap!) **Ed**.

GARBAGE

I recently threw away all the inferior mags that had cluttered up my bedroom over the years out of my room and into rubbish bins, where I torched them all and enjoyed every minute of it. As I stood there I imagined your face – "If the Ed could see me now," I thought, "he'd be proud, smiling at me like a ragi with a chicken curry on the table." So there you have it. The only thing these crappy mags are worth is burning and enjoying the occasion of throwing them out.

Neil 'Mr Floyd' Lloyd
West Glamorgan

Bit late doing it though, eh? **Ed.**

SPEC ON THE RADAR

I have read with interest those letters describing the multitude of uses to which the humble Speccy lends itself. Here at our secret underground bunker (somewhere in Staffordshire) we use our ZX 81 to analyse NATO-generated nuclear attack/defence scenarios. On alternate Wednesdays and Fridays we interface with the NORAD early warning radar network, ever vigilant for that chunky blip on the TV that could be an incoming missile! Amazing to think that the only problems we ever have are when somebody knocks the book on which the RAM-pack is balanced. We just can't wait until 1992, when we are due to be upgraded to a 16K Speccy.

General QT Askey
Stoke-on-Trent

Erm, well done. **Ed.**

SMALL PRINT

How do you program Machine Code into Speccies?
Jonathan Adams
Darfield, Yorks
First of all you need a 'grown-up' and some round-ended scissors... **Ed.**

I'm a totally crazy Swede. Just thought I'd let you know.
Staffan Malmgrem
Nyköping, Sweden
Cripes, a mad-talking vegetable from hell. Whatever next? **Ed.**

Please find a Locket lozenge enclosed for anyone in the same state as me.
Philip Jackson
Bartley Green, Birmingham
We have 'counties' in this country – not states. Don't they teach you anything at school? **Ed.**

Would you believe it!? Marcus Berkmann is a rock correspondent for the *Daily Mail.*
Martyn Dolphin
Bean, Kent
What do they call you? Lightning Strike? He's been doing it for about a year, you idiot. **Ed.**

Ding Dong the wicked witch is dead.
Graham Clark
Lothian,
Scotland
I didn't even know she was ill. **Ed.**

Why wasn't I in your PC Show feature? I was covered in your Farty The Warthog stickers!
Simon Brew
Birmingham
Um, I think you've sort of answered your own question, actually. **Ed.**

WONDERFUL WORLD OF SPECCY

Along with our regular contributions from distant shores (this month we travel to Rome) we occasionally get a letter that screams out to be included in Wonderful World – even though it's not actually from another country. Take it away, Mr Kimber.

WONDERBOY'S TAP

I am enquiring as to whether or not anyone has faulted the tap of *Wonderboy*. If not then perhaps the mistake is mine, although presumably one may assume the error is the makers. I know because I've mapped it. I rather think it is sabotage, though feel it imperitive to lodge a complaint. So please look through your letters and see if somebody has the same problem. Should I return the tape? I see no point, in that if the fault is the makers I'd much rather have it analysed by a special division – I'm sure you must have one.

Mr KJ Kimber
Sheffield

Of course we've got a special division. You don't think we could have become Britain's best-selling Speccy mag without having had a special division all this time, do you? Our special division is the most successful one in the business, take my word for it. It's a special division amongst special divisions. How dare you suspect, even for a moment, that we don't have a special division. **Ed.**
What's a special division?
Dunc.
Shhhh. I'm humouring him. **Ed.**

BLUES AND PASTA

I write from Italy where every month I buy my copy of *YS*. I'm furious. On the December issue I haven't found the cover tape on the magazine. I go to ask my newsagent but he say that there isn't any tape on the magazine. *(But you already knew that! Ed)* I have examined the cover and I read 'Sorry, you cannot have the tape'. Why? I pay the same price (or more) to the English readers and I have the same rights. I'm not a 2nd category reader! The fact that I pay the full price and I don't have the complete mag is a stealing. In addition to the stealing there is the mockery that I pay a supplement on the normal magazine price for a tape that I cannot have. So I have not buy the magazine. I demand a cut price or the tape! I'm awaiting a clear response from you that explain this obscure fact! I hope you publish this letter to clarify me and all the 'non-English' readers the situation that is occurred. (Why in previous issues of YS I have obtained the tape?)

Di Donna Roberto
Rome, Italy

The reason you got the tape on previous issues is simply this – you were very lucky. Most of the mags sent overseas have them removed (to reduce weight and bulk and keep shipping costs down). It seems that some do make it through unscathed though. If you look elsewhere on these pages you'll notice that Shafiq Jamal from Kenya has also been rather lucky. His luck may also run out however and the tapes will stop. I suggest you get a subscription (both you and Shafiq). That way you're guaranteed a crisp new mag every month – with tape attached. Olé. (Oh, hang on – that's Spanish, isn't it?) **Ed.**

BUD PICO'S



HOW TO DO IT!

Bud is actually getting a trifle perturbed this month because his grandmother, Madame Pico, still hasn't returned from her two-week 'holiday'.

Dear Bud,
I have just designed and built my own yacht for a trans-Atlantic single-handed record bid, but am faced with two problems. Firstly, my yacht 'sits' rather low in the water and I have very little money for 'buoyancy' materials. Secondly, I would welcome any suggestions on stocking up on food (bearing in mind weight and space)
Yours nautically,
Sir Francis Winchester

Dear Sir Francis,
Hmm, low waterline problems aren't really my forté, but an ideal and cheap 'buoyancy' material could be close at hand. I suggest you simply invest in several packets of Kelloggs Rice Krispies – if your bilges are water-tight then fill them with the aforementioned multi-purpose breakfast cereal. This will also be useful in more ways than one. Your second dilemma has already been remedied. You can now cut down on weighty food stocks, and revert to eating your nourishing 'buoyancy' material (enriched with five vitamins and minerals). Secondly, should you have the misfortune to suffer a leak you will be immediately alerted by a loud snap, crackle and popping.
Cheers,
Bud

Dear Mr Pico
I am writing to express my extreme displeasure about your constant references to Rice Krispies. Surely not every single Do-It-Yourself problem can be rectified by resorting to this breakfast cereal. If this is the case then I'm sure that my own cereal, Slater's Puffy Rice, would serve adequately well. Recently at my daughter's wedding I was unable to purchase any confetti. In lieu of this I made do with showering the happy couple with handfulls of Slater's Puffy Rice. I maintain that my Puffy Rice is as good as its competitors and hope you will recognise this on examination of the enclosed sample.
Regards,
Alf Slater

Dear Alf,
Many thanks for the Puffy Rice. I will look into your claims. In the meantime, if any readers have any similar breakfast cereal tips I'd be interested to hear from them.
Cheers,
Bud

LORDS OF CHAOS



Tangle-vine – a nasty 'spreader' spell. Urrrgh!

David McCandless would rather eat a strategy game than play it. He went to take a reluctant (but exclusive) peek-a-boo at Blade's latest offering, _Lords Of Chaos_, which is about as strategic as you can get (bar playing Bash-The-Bosh with Field Marshall Haige). But (spook!) he liked it.

All us arcade stalwarts know strategy games are boring, right? They're much too slow, too hexagonal and too damn factual. Who wants to play Napoleon at the Battle of Waterloo? He lost, he was French, and he had a chick called 'Josephine' – that's three good reasons. Crikey, he even used sailing ships and cannon balls to fight his wars. Now, we all know we were put on this planet to pilot spaceships, to vaporise scenery with our laser weaponry, and to shoot seven shades of slime out of the bug-eyes. We are not here to play 'move the geometric icon (representing a tank) four blocks South South West but – oh – watch out, there's a battalion of foot soliders 50 miles away' type games. Strategy games are boring.

But *Lords Of Chaos* is different. For a start, it's set in Tolkien-type medieval times, the age of wizardry and wibbly maidens, dwarves and demons, dragons and dodgy toilet facilities – more interesting than your customary rear artillery brigades and foot soldiers you'll agree.

Secondly, there are none of these hideous hexagonal grids and jolly old Dunkirk scenery. The game is set over three torturous landscapes, ranging from the misty swamp setting of the first level, through the second's subterranean catacombs, and finishing up in a booby-trapped, rat-infested dungeon.

And thirdly, you (and a possible three other chums) are only armed with a spell-book, a working knowledge of potions (and their alcoholic content by volume), and your voluminous robes and pointy hat. Yep, you play a wizard.

Magic

Your wizard has a selection of attributes to define his character and physical make-up. Apart from the traditional things like stamina, experience points, constitution and action points, you also have mana (magic power), combat, defence and magic resistance. These all group



This is a bird's-eye view of the entire first level. At any one time you can only see a small segment of the sprawling landscape. A sneaky cursor allows you to scroll over to other areas, but does not reveal the position or goings-on of the opposition.

"ARCADE GAMES? COMPLETE RUBBISH!"

If anyone else told you that arcade games were crap you would, of course, thump them. But programmer Julian Gollop has a rather impressive 'bodyguard' of games to support this outspoken blasphemy. Over the years he has leap-frogged from label to label, pouring scorn on arcade games, but keeping up a constant supply of strategy games that are inventive and playable and successful.

"My first 'good' game was Chaos for Games Workshop, based on a board game around at the time. Lords Of Chaos is like a more sophisticated '90s version of that game." Both games share similar traits in gameplay, graphics and beastiality.

Then Julian bounded into the future with his next release, Rebel Star, a budget title for Firebird. In a stroke of genius, he replaced all the wizards with commandos, the dragons with battle droids and the spells with laser guns, making them all collide in a base on the moon. The influence of the Arthur C Clarke school of sci-fi continued with Laser Squad, this time with five scenarios and aliens to blat. Did it go down well?

"Yep. Tremendously well. One magazine gave it 97% and rated it as one of the best games ever. It was even converted over to the 16-bit micros, and all the stuffy 16-bitters liked it too."

Well I'll be. Where does Julian get all these '97%' ideas from?

"I used to play Dungeons 'n' Dragons in my youth and read a lot of Tolkien. So, I suppose you could say they influenced me with the Chaos-type games. I've always had a basic interest in fantasy and strategy, and I just wanted to combine the two."

How long does it take you to write the games?

"Oh, about six months from start to finish. I used to program straight onto a Spectrum connected to two microdrives – I don't know how I did it. Today I use a PDS system. I just write all the code on a PC and port it instantly down onto the Speccy."

All Julian's games seem to have a very characteristic look and pace to them. Is it difficult to get this effect?

"No. The graphics are simple – I do them myself. It's the Artificial Intelligence that's the bummer. Programming the computer to think and move and be cunning like a human is pretty difficult. The A.I. on Chaos takes about 4.5K and that's just to get it playing a basic game."

In fact, on a scale of one to ten the computer rates about nine. It can make potions and summon just the right creatures. They, in turn, will run if they feel threatened or attack if they think they can win, as well as rushing back to defend the wizard if he is in peril. With this kind of intellect to mobilise against, Lords Of Chaos is bound to remain a challenge for weeks to come, months even, and will probably outlive a whole cupboard of shoot-'em-ups.

"You haven't asked me what I'll be doing next."

Okay, Julian, what will you be doing next?

"I don't know."

Good one, Julian.

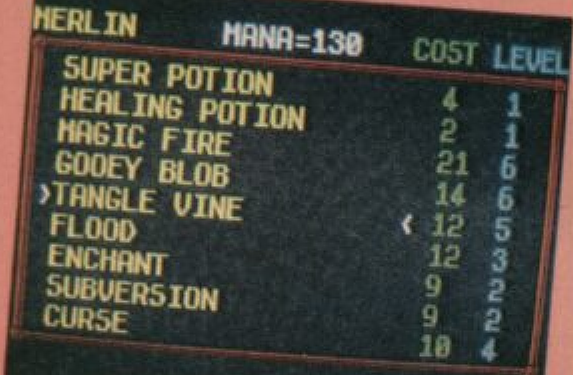
"But it will definitely be strategic, in the same style as Lords Of Chaos."

Amen to that.



Here is a freeze-frame of a 'battle situation'. My side are the, er, ones standing there, and the computer's team is, er, standing there too. We should have worn bibs or played 'skins' or something.

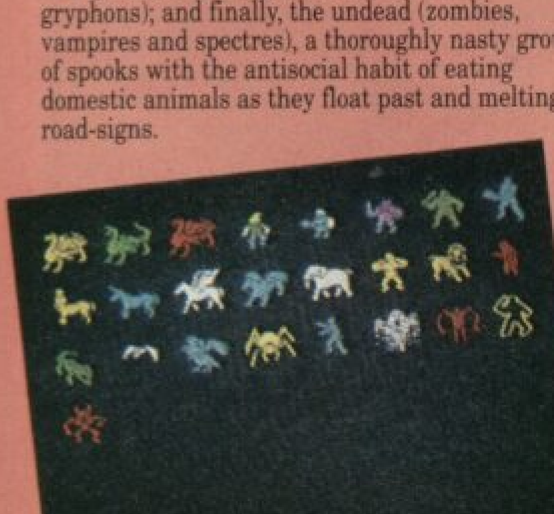
together to affect the power of your spells. There are 45 spells in the spell-book. You can put your limited amount of mana into creating monsters to do your bidding, to formulate and mix a few potions, or be offensive and toss a few highly explosive globules about. These offensive spells allow the less eco-sensitive sorcerer to wreak havoc on the surrounding fauna and flora. They run along the lines of lightning bolts, fireballs, tangle-vines, curses and floods. In fact, you can really go for the Sodom-and-Gommoriah exterior-decor look and lay waste to entire sections of landscape. The potions have a variety of



This is the scrolling spell-book. Each spell can be selected and used throughout the game. They vary in strength – the stronger the spell the larger the chunk of mana you lose.

effects. Some act like steroids on the weakening wizard, restoring lost action points and strength, whereas others provide invisibility or super strength – ideal for greasing one's way out of a tricky situation.

That leaves the creatures. They fall into four main categories – small and smelly but loyal and expendable (pixies, dwarves and bats); big and hairy but inconceivably stupid (giants, trolls and gorillas); bigger and majestic but temperamental and quite scary (dragons, centaurs and gryphons); and finally, the undead (zombies, vampires and spectres), a thoroughly nasty group of spooks with the antisocial habit of eating domestic animals as they float past and melting road-signs.



These are all the beasties and behemoths. Ugly little critters, aren't they?



THE NASTIES



Dragon Big, bold and fire-breathing, these dragons are probably the toughest muthas you'll find on a battlefield. Only a lightning bolt or thermonuclear device will kill them.



Fire This burns things, including vital potions and treasure. It can be put out by a flood spell, which in turn is susceptible to gooey blob, which in turn can be destroyed by the tangle-vines...



Trolls Fat, ugly and very vicious. Trolls just stomp about the battle zone clubbing things, eating their clubs and then clubbing some more things.



Blob These glutinous globules of goo can snare creatures, but are useful for clearing up the odd flood or three.



Pixie Completely useless and wimpy, the pixies' only saving grace is that they're invisible – so you can send them in under the enemies' noses and have them stab the opposing wizard's shins.



Spider Urgh, ick and yearghhh! Spiders – I hate 'em (just thought I'd say that).



Demons Possibly the only conjurable creatures that can 'have' a dragon. Classed as undead, they boast an authentic smell o' the grave and the ability to resist mortal weapons.

Monster Menagerie

Creature-conjuring is the main skill to be mastered from the start. You create and manipulate the monsters, building up entire game park safaris of the damn things. Each creature has certain abilities, but most either join your army or are used to scour the land for objects. Once you've established a battalion of beasties then it's off to charge buck-naked at your fellow wizards, hollering "Bangladesh!" at the top of your voice. The scene is set for a cataclysmic battle. Hurrah!

Fighting is quite a simple affair really. You select one of your monsters and move it onto the square occupied by the enemy. The two beasties will then slog it out over several turns for control of that area. You can gang up several beasts on one poor creature, or, as General, stand at the rear of the battlefield and lob fireballs into the fray.

After such an apocalypse all that's usually left of the scenery are a few carbonised bushes and tree stumps, mixed with the body parts of the spiders, bats and crocodiles you wished you'd never summoned.

Style

The game is very much in the mould of *Laser Squad*, an earlier sci-fi prototype for this epic. Each player politely takes turns, while movement and interaction is performed via a series of menus. This may sound boring to an arcade addict with a thumb permanently crooked in 'fire position', but the fact that you can't see your enemy until he moves into 'eye-shot' and that there's so much you can do with your creatures (wahay) adds suspense and variation to the gameplay. Your cerebellum will also have to be rammed into fifth gear if you want to survive any admirable length of time against the cunning, sly, shrewd, and basically damn clever computer opponent. But then, of course, you can always draft in a few of your 'slower' friends to play against.

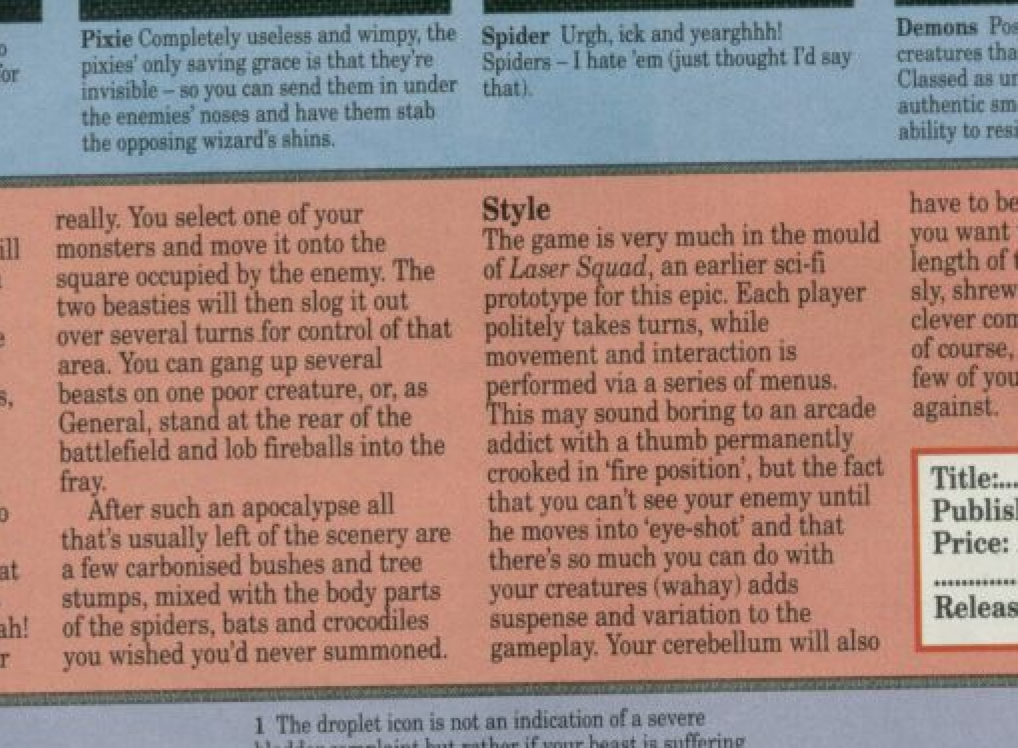
Title:...............*Lords Of Chaos*
Publisher........Blade Software
Price: ....£9.95 cassette
..................................£14.95 disk
Release date:................Easter

1 The droplet icon is not an indication of a severe bladder complaint but rather if your beast is suffering from a fatal wound.

7 This is the playing area. As you can see, my mighty magic user has conjured up a few dwarves. What is he going to use them for? A quick game of tig? To polish his boots? Oh no, they're best used as food for the dragon he's about to summon (dwarf activists, write in).

6 The wings indicate the ability to fly (and simultaneous ability to kak on your opponents' heads).

5 The horse-back symbol tells you if you can "ride 'em, cowboy" (side-saddle for shandy drinkers).



2 This collection of icons gives you information about the current creature under control. The glowing skull tells you it's undead (ie slightly decomposed and frankly beginning to whiff).

3 This bar graph does not detail the flow and ebb of your wizard's financial speculations, but, in fact, the flow and ebb of his attributes. A specific amount of movement points is given to a creature per turn, and factors like roughness of terrain and injuries make movement that much more difficult.

4 The glowing eye suggests either myxamatosis or invisibility.

Here's my mage, a tough son of a wand, making a potion in his cauldron (bubble booble, toil and trouble etc). Brewing in the cauldron is women's work I know, but there's a distinct lack of witches in this game (feminists, write in).

Back Issues

What did *YS* think of *Monty On The Run*? Did *Tetris* get a Megagame? How exactly did the words to *Hold My Hand Very Tightly (Very Tightly)* go?? There's only one way to find out, isn't there, Spec-chums? That's right, a *YS* Back Issue! Just pick the one you want, fill out the form and away you go...

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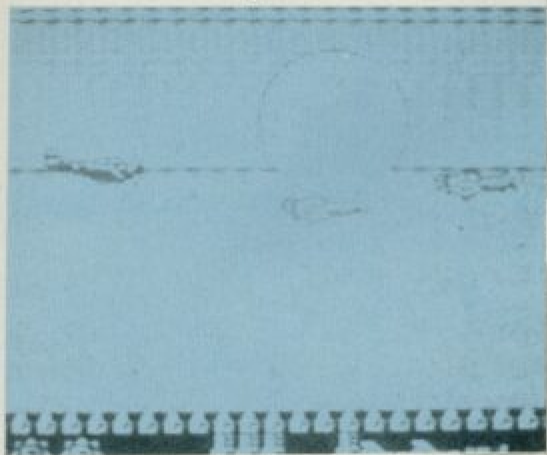
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P47

Firebird/£9.99 cass/ £14.99 disk



Robin After all the vest- wearing, keep-their-lunch- money-in-a-purse type quiz show licences and sports games they've been making me play lately, it's a relief to get my hands on a real man's game for a change. Something Dennis the Menace would play on his Speccy, rather than Walter the Softy.



This is the beautiful sunset I told you about. V2 missiles zoom up from the bottom of the screen SAM-style, planes and helicopters zoom about all over the place, and the bullets get a bit lost in those dark red bits. Oh well.

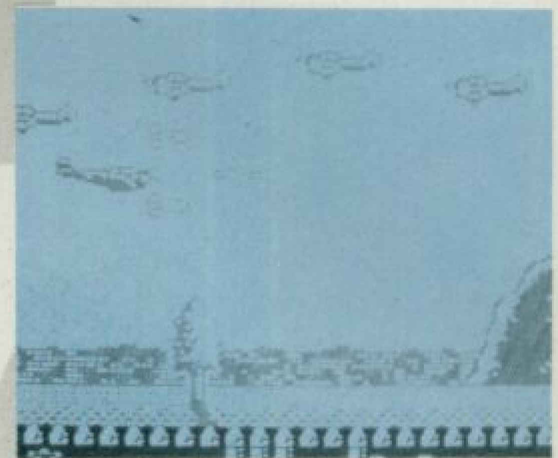
And *P47*, needless to say, is just such a game – a traditional horizontal-scrolling shoot-'em-up, in that, um, it scrolls horizontally and you have to shoot things up. It's also pretty traditional in the unauthenticity stakes. Okay, so it's set in World War II, but you wouldn't know it from looking at the historically inaccurate helicopters, SAMs and other bits of weird machinery zooming across the screen. It's enough to make Planespotters rip up their Pan Am bags in annoyance.

This is the type of game in which you don't have to *buy* the farm – there are suffcient numbers of dirty scoundrels out there more than willing to give it to you for free. Their arsenals include missiles, bombs and some rather nifty bullets which fragment in mid-air – all the usual stuff you find down at the Super Weaponry Warehouse basically. And guess what, most of the planes leave behind these pretty little weapon tokens when they're hit. Blimey.

Just as compulsory for this type of thing are the large, ginormous, huge and really quite big enemies you've got to cope with at the end of every level. Here, you come up against a massive train, a humungous plane, a whopping great tank, a ginormous ship (which fills about three screens!!) and, erm, that's as far as I've got!

You destroy most of them by knocking out a section at a time, until eventually they explode in an impressive mass of beefy explosions, a fine example of *P47*'s solid-looking, detailed sprites.

Other graphics are pretty scrummo too. For instance, there's a serene and smoothly-scrolling mountain backdrop on Level One and a red and yellow sunset on Level Two both of



Bandits at – 12 o'clock, one o'clock, quarter past three, seven minutes past five, 18.3 picoseconds to seven... (Help!)

which would almost be beautiful were it not for all those rum enemy-types intent on blocking your view and downing your bird. But here's where we come to the game's one and only prob. Due to the gritty detail of these backdrops, the bullets sometimes get lost among the pixels and sneak up on you unseen (especially since there's often so much going on on-screen that you can't take it all in anyway). Luckily, the programmers saw fit to include a Mono option on the title screen to take care of this – it might not be as pretty in black and white, but at least you can tell what's going on. But I shouldn't carp really. There are a hundred games that are much worse in the "I can't tell what's going on!" stakes – it's just an unwelcome reminder that the Speccy can't always be colourful *and* playable at the same time.

And so to the conclusion, and it's pretty positive actually. *P47* may be no *R-Type*, but it's a perfectly competent and satisfying addition to the Speccy stable of shoot-'em-ups. It's just a pity that there are so many of them about already, and some really neat ones at that, both at full price and on budget. It's good but it's no Megagame. Still, this may well be the last game Microprose puts out on the now more-or-less obsolete Firebird label, so it's good to see the name going out in (some) style. Yep, if you want a good old reliable horizontal-scroller in which the machine guns go ratatatat, the explosions look a bit dangerous and the bandits can be depended on to turn up dead on three o'clock (well, you might not be that lucky!) then this will do nicely.

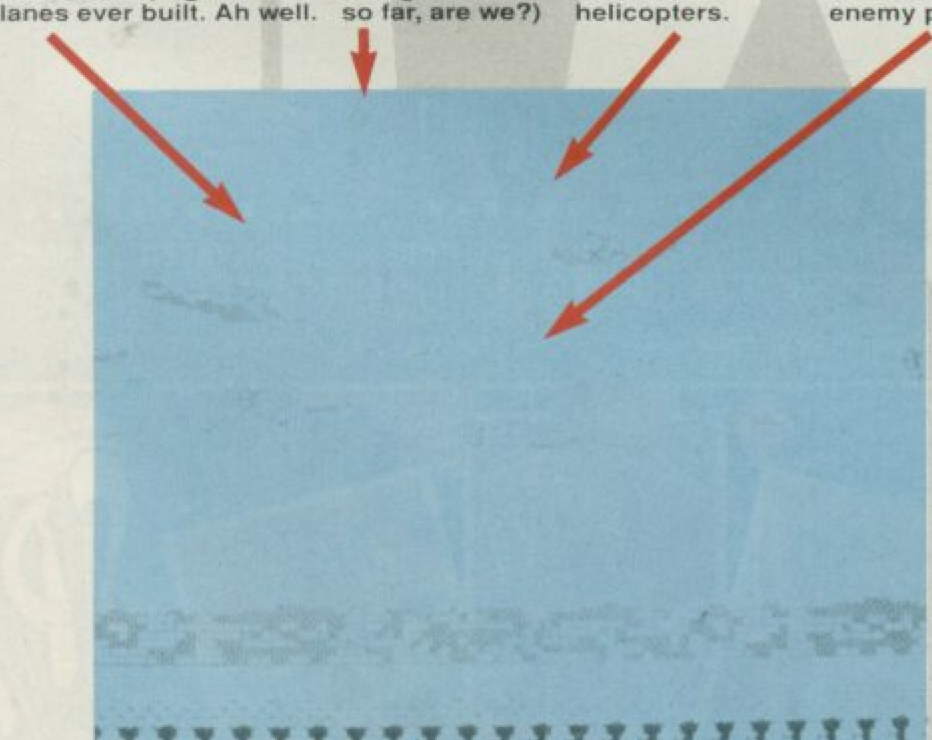
P47- TOO FAT TO FLY ?

The US P47 Fighter - one of the podgiest (so easiest to hit) fighter planes ever built. Ah well.

Your score. (Hmm. Not doing too well so far, are we?)

Some incredibly historically accurate helicopters.

Some much thinner (and more sensible) enemy planes.



The weapons you've collected so far – none. Not doing too well, are we?

Lots of lovely extra lives.

And, finally, the bullets – blooming millions of the blighters. Quick, duck!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
70°	82°	78°	76°

DIAGNOSIS

Nothing revolutionary or amazing but it's a jolly wizard blast for all that. Not a bad one to be remembered for, Firebird.

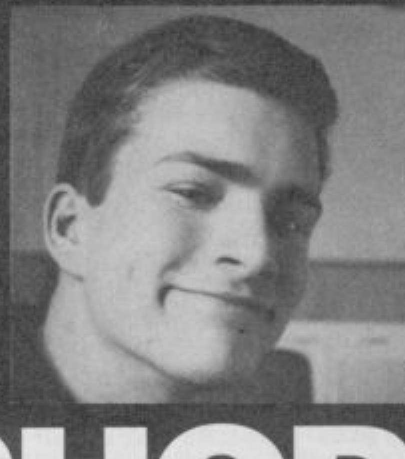
79°



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HINTS'N'TIPS

YS TIPSHOP



In which *Jonathan Davies* considers the malevolent habits of the domestic coffee mug and serves up another selection of indispensable tricks and treats.

I'll have to do Tipshop very quietly this month, as I'm being stalked by the things I fear most. They're horrible, and they're watching me from every dark crevice and shadowy corner. Surrounding me. I can hear their gentle 'chinking' as they advance towards me, leaving a trail of yucky green slime. They materialise from nowhere, gradually increasing in number until eventually I'll have no choice but to confront them, in a bitter fight to the death.

Dirty coffee cups, eh? My room's full of them, despite the fact that I don't actually like coffee. The furry ones are the worst. They make the most noise – a ghastly sort of slow breathing sound with the occasional 'plop'.

Mind you, judging by the thrill power of this month's tips ignoring them won't be too hard a task.

THE UNTOUCHABLES

Hundreds of people managed to discover this one's cheat mode, among them **Andrew Devlin**. Andrew?

Yes, when you get onto the high-score table, type your name as HUMPHREY BOGART and press Enter. When you get to the options it should say 'test mode activity' in the top left-hand corner. When you play the game, pressing Q, W and E will get you to the next level.

Remarkable, really. If, however, you'd rather stay on the straight and narrow and do things properly here's a bunch of tips from **Garry Hennighan**.

LEVEL ONE
Collect as many first aid boxes and violin cases as possible. The best way to survive is to keep jumping about on the boxes. Don't bother following the arrow.

LEVEL TWO
This level's quite hard. To survive you must keep swopping men. Don't bother much if Mallone and Wallis die because Ness and Stone are more important for later on (as in the movie). Try to memorize where the booze is – this'll help you in subsequent attempts.

LEVEL THREE
It's important to know that you only have two bullets at a time so you have to reload behind the wall. Try to keep Stone and Ness alive as you can't complete the game without them. Keep swopping men 'cos when you get nearer the station you get your energy back.

LEVEL FOUR
Capone's men come in the same order on every go so you must memorize this. Never push the pram from the back as sometimes (most of the time, in fact) it'll go off-screen and 'die'. Whoever has the least energy must go over the first aid box.

LEVEL FIVE
This level is easy. From Stone's starting position move his arm up until it's in line with the thug's neck (or as near as possible). Blast him when he walks back with the book-keeper and is in line with the gun.

LEVEL SIX
Keep hiding behind the wall until Nitty runs behind the right-hand wall. Before this, move your cursor down a little bit. Nitty might pop out of the wall – if so, blast him. Otherwise wait until he does. Remember to fully reload bullets. When you progress to the end of the rooftop do the usual. Nitty will then fall off the roof and land in a car.

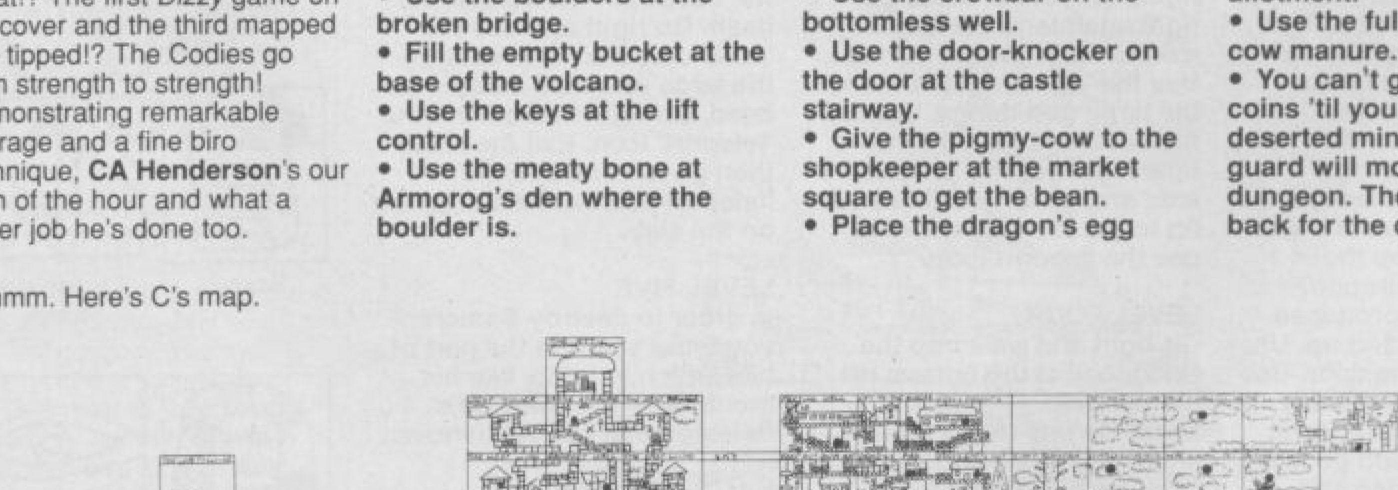
Spiffing stuff, Andrew. Ta.

DIZZY III

What!? The first *Dizzy* game on the cover and the third mapped and tipped!? The Codies go from strength to strength! Demonstrating remarkable courage and a fine biro technique, **CA Henderson**'s our man of the hour and what a super job he's done too.

- **Use the jug of water on the fire in the dungeon.**
- **Use the stale bread on the rat in the dungeon.**
- **Use the boulders at the broken bridge.**
- **Fill the empty bucket at the base of the volcano.**
- **Use the keys at the lift control.**
- **Use the meaty bone at Armorog's den where the boulder is.**
- **Use the pickaxe in the deserted mines.**
- **Use the old thick rug at Daisy's prison.**
- **Use the crowbar on the bottomless well.**
- **Use the door-knocker on the door at the castle stairway.**
- **Give the pigmy-cow to the shopkeeper at the market square to get the bean.**
- **Place the dragon's egg from Daisy's prison with the other egg in the dragon's lair.**
- **Put the bean in the cow manure at the smelly allotment.**
- **Use the full bucket at the cow manure.**
- **You can't get one of the coins 'til you get in the deserted mines, then the guard will move from the dungeon. Then you can go back for the coin.**

Hmmm. Here's C's map.



KEY
1 Sleeping potion
2 Keys
3 Boulders
4 Empty bucket
5 Jug of water
6 Stale bread
7 Rope
8 Meaty bone
9 Bottle of whisky
10 Rusty pickaxe
11 Old thick rug
12 Crowbar
13 Door knocker
14 Pigmy cow
15 Dragon's egg
16 Bean
● Gold Coins
♤ Torches

TIP O'THE MONTH

MYTH

This got an absolutely huge score, so I expect millions of you went out and bought it. And I bet hardly any of you've even come close to finishing it. It's just as well then that **Kenny Anderson** has given me this colossal solution. Fire away, K!

LEVEL ONE
Kick open the objects on the first screen and collect the icons. Go left and open the objects. Kill the skeletons by using the 'fireball' icon. Collect the skulls they leave behind and go left. Kill the nasty on the left (using fireballs) and collect the bead. Go right four times and open all the objects on the screen. Go right, kill the nasty and collect the bead. Go left twice, down and then right. Destroy the hanging skeletons (they sap your energy), go right and collect the bead. Go left four times, killing and collecting as you go. Go down, then left. At this point you must have ten skulls. If you haven't, go right and wait for the skeletons to appear. Blast them with fireballs, collect their skulls, then go left. Throw the skulls into the flames slowly. (If you throw too many at once they won't all be registered.) With each skull thrown in, the eyes of the skeletons above light up. After throwing in ten of them a large phoenix-like skeleton rises from the flames. Destroy it with fireballs and collect the trident left behind. Collect the bead on this screen and go right six times. Use the trident to kill the dragon. Collect the key it produces. Go left five times and up. Use the key to open the door. Use the heart icon (it protects you) and fall straight down. Collect the bead and go left. Go down, right twice and collect the icon. Go right twice, up, right twice, left onto the platform and left again. Select the teleport icon and stand on the slab.

LEVEL TWO
Open the vase and collect the bead. Hack at the statue and collect the icon. If ghosts appear either ignore them or destroy them with the fireballs. Go right and hack the statue six times. Collect the icon it leaves. Go right and open the pot. Quickly jump up and catch the dove – an extra dove will be your reward. Go right and approach the woman. When she turns into a monster run back to the left of the screen and wait there. The monster will fly up and disappear. Go right, collect the bead, go right again, collect the bead and go right. At the entrance, crouch down and stand back up. You will enter a room with the monster in it. Jump towards her. Stand directly in front of her and hack off her head. Use the 'sack' icon to collect the head. Collect the bead and exit left. Go right three times, taking the top platforms on each screen. Use the 'medusa' icon to destroy the first of the hydra's heads. Go left twice, down and right onto the top platform. Destroy the second head. Drop down onto the bottom platform and destroy the third head. Collect the icon and go left six times. Use the teleport icon.

LEVEL THREE
Keep killing the vikings until the fireball icon appears. Collect the icon, go left and collect the bead. Open the vase and go left, collecting icons and beads as you go. To kill the trolls fire six fireballs at them. Go right four times. Use the scroll to force the rain. The fire will go out, so walk towards the stone, which will disappear. Collect the icon it leaves behind and go right. Collect the bead, then go right twice. Use the 'knife' icon to kill the dragon – get as close to it as you can without damage. Go right, collect the bead, go right again and use the 'key' icon to open the drawbridge. Use the 'lightning' icon to kill the large god thingy. Collect the bead and go left three times. Collect the 'teleport' icon and go left six times. Go up to the top platform and use the teleport icon.

LEVEL FOUR
Go right and walk into the first block at the bottom of the pyramid. Fire the gun once. Go into the pyramid and down. Walk left. This level is divided into four separate sections. To access these crouch down in one of the four spaces between the pillars. Take them in order, from left to right. Crouch down in the first space. Go right – watch out for the falling pillars. All the hazards in this level are activated by standing on a certain stone. To avoid the pillars, keep moving. Go right again and collect the bead. The floor in this room is rigged with spikes, so keep moving and jumping. The axes in the next room are triggered by two pressure pads – they are the third and eighth from the left, so jump over them. Go right again and collect the objects and icons. Go left twice and exit by crouching down. Go to the next space on the right and enter. Go left – watch out for the falling pillars. Stand on the right and fire at the bead. It will drop down as normal and the floor will cover up. Collect the bead and go left. Jump the gaps – the axes' pressure pad is the right stone in the middle, so avoid it. Go left and collect the icon. Go right three times and exit. Go to the next space on the right and enter. Go left and collect the bead – watch out for the pillars on each side of the bead. Go left. All the axes are activated by six pads – the third, fourth and fifth from the left and the third, fourth and fifth from the right. Jump them, collect the icon and go left four times. Collect the 'ankh' icon and stand between the two mummy cases. The ankh above your head will glow, and your lives will slowly be replenished. This can be done at any stage in this level. Go left twice and exit. Go into the last space. Go right twice, collect the bead, go right, collect the icon, go left four times and exit. If the eye is not flashing in this room then go back and check each level carefully. Stand on the eye and use the 'eye' icon. Use the 'head-dress' icon to destroy the mummies. Go right three times. Jump right and use the 'vase'-like icon. The four similar icons at the bottom of the screen will flash. Go right and use the 'head-dress' icon to destroy the large pharaoh. Collect the bead. Go right and collect the 'teleport' icon. Exit the room, then go left and use the 'teleport' icon while standing on the slab.

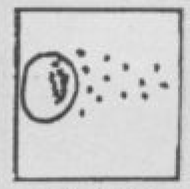
LEVEL FIVE
In order to destroy Dameron you must shoot at the part of him which is firing, like his mouth or eyes. Once he's defeated that's it. A pushover.

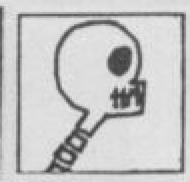
HINTS AND TIPS
- **Open all the objects you come across. They may contain valuable energy.**
- **If you still don't have all the beads, go back and check the levels carefully.**
- **Watch out for water (except in Level Two).**

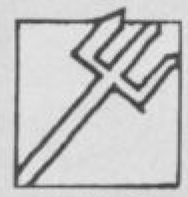
Phew, what a mega solution. Thanks, Kenny. That should've put a fair number of hopping heroes out of their misery!

ICON GUIDE

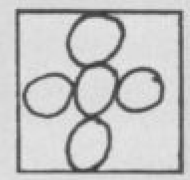
And here's **James Cooper**'s soopa-doopa selection of what's what. Pretty spanky, I'd say!

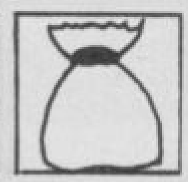

Fireballs

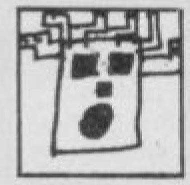

Skulls

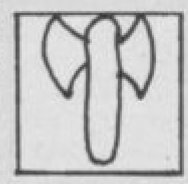

Trident

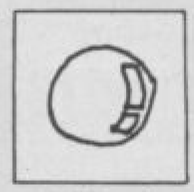

Key

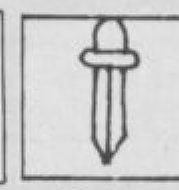

Master teleport


Sack

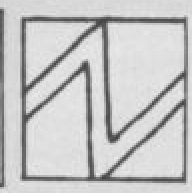

Medusa head


Axe

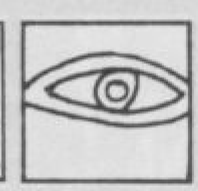

Teleport

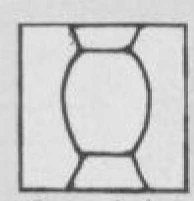

Knife

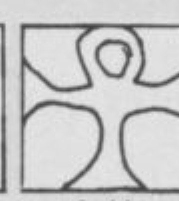

Scroll


Lightning flask


Mask


Eye


Canopic jar


Ankh

DR. BERKMANN'S CLINIC



Right, where were we? Oh yes, overwhelmed with gamesnags. I mean, just look at this pile of letters here. No, don't touch it, it's a little unstable....no....don't....NO! ....AAAAAGGGHH! (CLUMP!)
Berilliant.

LAST NINJA 2

The game continues to befuddle and bemuse Clinicians across the universe. Even the ever-reliable Richard Swann has had to alter the title of his Good Egg service to 'Help On Any Game I've Got (Except *Last Ninja 2*)'. But fortunately here's **William Gibson** (either the creator of the Cyberpunk school of science fiction or possibly another person entirely) with the answer to Andrew Robinson's query.

"Yes, Andrew was wondering how to get past Level Four (the basement). Well, it depends where you're stuck. If it's the carts just go down 'til you touch the boxes, then run across. If it's the electric wires just jump across them. If it's the man on the pillar just select a pole, go to the edge of the pillar and kill him. If it's the panther you need the chicken leg from earlier on. If it's the lift you need the credit card. Just pick it up on the console."

William also says in his letter that he wants me to help him too, but unfortunately he forgot to mention how. Send us your symptoms, Will – we'll sort out the treatment.

And **Scott Grant** has the solution to Quyet Le's gamesnag. If you remember, Quyet couldn't get through the grating on Level Five. "Press P," quoth Scott, and verily it did work.

ELLESMERE PORT ELF

Yes, I know that's a person, not a game, but the Elf has written such a long letter to me, outlining the solutions to so many people's problems (as well as including one or two of his own) that I may well leave him to get on with it. Especially as I forgot to mention him in last month's column (whoops)...

First, Kev 'Ace' Maplesden's *Movie* snag. Is there anything, he asked, that you can say to the parrot that gets you a helpful reply? Answer – no. The information it gives is printed randomly so you just have to wait for it to say something useful in its own time.

Next, Tim Bairstow's *Knightmare* nightmare. Elf? "Yes, you'll remember that he wanted to get Caspar the key and to find out how to cast spells. Well, Timbo, your problems are related – brothers, actually. *(Eh? Dr B)* In the game Caspar is in fact a spell. It's found in Merlin's inner sanctuary (that's E,N,N,E,N,E,S from the dungeon stairs, once you've gone up them). Just read the scroll and drink the potion to use it (remembering to get out of the location fast). After that, just CAST CASPAR and voilà! An unlocked door. Use it on the connecting door between the two parts of the scullery."

Now to the Elf's own probs. "In *Wanted: Monty Mole*, how do you get the bucket without getting clobbered by the miner? And can someone please give me directions to the Zelator mission in *Phantom Club*?" Any ideas?

Now to my favourite section in the Elf's letter. "By the way, tell the Ed to extend The Clinic to a full page every issue as it's easily the most important section." It's blatant crawling like that, Elf, that wins you amazing prizes. He's still available for general Good Eggery, by the way – write to **Gareth Pitchford** (for it is he), 45 Underwood Drive, Whitby, Ellesmere Port, South Wirral L65 9BH. And remember to enclose that vital sae.

SCEPTRE OF BAGHDAD

A T Wright's query – "How do you get the fruit of the sea at the ape fly?" – confused more than a couple of Clinicians (including me, I must admit) but not the fearless **Robert Challis**, who knows the answer....

"That I do, Doctor. First, go to the fish room (avoiding the fish) and grab the trident. Go left until you reach the fountain, then jump onto the top. Go down the hole at the bottom to the oyster shell and leap about in front of it until the trident is swopped for the pearl. Climb to the top of the screen, stand between the torches and press the 'Enter Door' key. Now go right until you reach the stairs, jump up them and go right again, into the wardrobe. Slide down the banister, go right (avoiding the plants) and stand between the two palm trees. Push the 'Enter Door' key. Jump to the top of the fountain and take the sling. DO NOT swop the sling for the pearl. Now, with your loaded sling, go back to Air Baghdad, cross the river and walk under the tree with the monkey on it. *(Oh yes, the ape fly. Got it now. Dr B)* You'll now have the coconut, the fruit of the sea."

After that, says Robert, the rest is fairly easy. Ah, but they always say that....

TERRAMEX

I absolutely loved this game when it came out. Clever, funny and full of fiendish puzzles, it barely left my datacorder for a couple of months. Scott Kayley has had problems though finding the anti-radiation pills and atomic pile. But thanks to **Alan Devey** and **Scott Grant** (what? him again?) Scott's sleepless nights should be at an end. First, get the bellows by jumping up on the trampoline (avoiding the monster). Now go back to the hot-air balloon and, once in it, use the bellows to get to the top of the cliff, where the anti-rad pills are lurking. To get the pile you must get the energy crystal from the room farthest right from the cricket stumps, then go left, down, left. Jump across the bridge, then keep going left until you see a transporter. Use that to get to the screen with the atomic pile in, but remember to select the anti-rad pills beforehand or you'll pop your clogs. Awight?

HAYLPETTE!

No room for anything more this month, but here are a couple to keep you on your toes....

Someone from Portugal: "How do you kill the orb in *Last Ninja 2*?"

Shafiq James: "In *Rambo*, I've reached the first captive and freed him, but I can't keep up with him as he goes through the fences. So how do I follow him and locate the helicopter?"

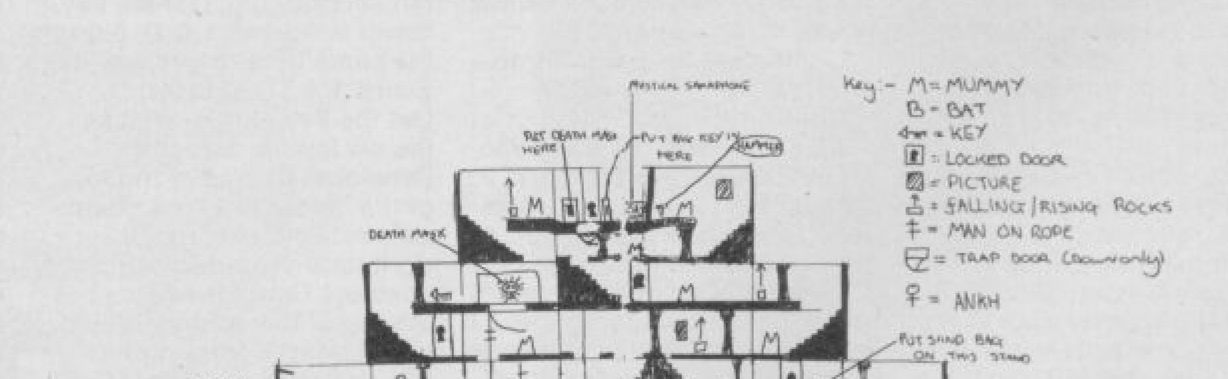
If you know the answers to these snags, or you have any of your own, write to Dr B's Clinic, *YS*, 30 Monmouth Street, Bath BA1 2AP. Anyone mentioned wins a badge!

COUNT DUCKULA

A chap called **Chris Kettle** has kindly slapped together a map of the game of the rather amusing cartoon for us, accompanied by some of the most convincing PR I've read in a long while.

This map is foolproof – even my brother (aged six) can use it. It shows every screen and special item. It even shows you where they are. It also shows dangers like mummies, bats and falling rocks. The sax on top of the temple is easy to get, and so is everything else (with a little bit of help from the map).

After a build-up like that who could resist?



THUNDERBIRDS

We've done a couple of maps for *Thunderbirds* but never a solution. **Ed Daines** pointed this anomaly to me, and suggested I print his. Couldn't agree more.

LEVEL ONE *The Mine Rescue*
Give Brains the torch and the laser cutter. Give Alan the lantern and the grease gun.

Start with Brains. R,U,R,R. Drop the laser cutter and get the spanner. L all the way, get the hammer and drop the torch. R,U,U,U,U. Use the hammer next to the bucket lift. L. Drop the hammer. D,D,D,L. Get the torch. R,U,U,U,R. Go up to the top in the lift. R. Use the spanner next to the pump. Drop the spanner. L. Go down two floors in the lift and get the plunger. Go up to the top again. R,R,U,U,U,U,L,L,D. Drop the plunger. Retrace your steps back to the fuse-wire and return to where you left the plunger. Drop the torch. Get the plunger. With both the fuse and plunger, walk into the rock with the dynamite in it. You will blow it up. Drop everything. L,L,D,L, L. Stand by the miners. Swop to Alan. D,D,D,R. Get the ladder and drop the grease gun. R. Use the ladder next to the hole. L. Get the grease gun. R,R,R,R,R,R,D,D,R,D,D, L,D,D,L,L. Use the grease gun next to the mine cart. R and get the pneumatic drill. L all the way and walk into the lift. D,R. Drop the lantern. D. Get the compressor cable. U,R,R. Use it next to the compressor machine and walk up to the door. Use the pneumatic drill. R,R. Congratulations, all you need to do now is return Brains to the Mole.

Password for Level Two – RECOVERY.

LEVEL TWO *The Sub Rescue*
Give Alan the radiation pills and an aqualung. Give Gordon the 'Shark-away' spray and an aqualung.

Start with Alan. Use the radiation pills. Swop to Gordon. L,D,R,R,R. Drop the 'Shark-away' spray. Get the radiation pills and use them. Get the spray. L,L,L,L, L,L,D, R,R,D,D,R,R,R. Get the yellow card. L,L,L,U. Swop to Alan. L,U. Walk up to the captain and get the blue card. D,D,L,L,L,D. Go all the way left, opening all the doors, then all the way right doing the same. Pull the middle lever, L, pull the middle lever and watch the water drain. Swop to Gordon. R all the way, opening all the doors, then L doing the same. To get past the hole, first fall down it and then go up again keeping Left pressed. When all the doors are open, pull the three middle levers to drain the final level. Then go back U,L,L,U,R,R,R,R,R,R,R, R, D,R,R. Stand by the right-hand console. Swop to Alan and bring him to the console room as well, standing him by the other console. Then use the blue card. Swop quickly to Gordon and use the yellow card. Now return to TB4.

Password for Level Three – ALOYSIUS.

LEVEL THREE *The Bank Job*
Give Parker the clockwork mouse and the iron bar. Give Lady Penelope the 'Sleep-spray' and the dynamite.

Swop to Lady Penelope. Walk to the guard with the 'Sleep-spray' and send him to sleep. U,R,R. Enter the lift. R. Swop to Parker and join him with Lady Penelope. Drop the iron bar. Use Lady Penelope to open and search the drawer, with Parker standing near her until he finds the key. Take them both. L,D,R,D,R and stand them both in front of the lift. Enter the lift. Swop to Parker and push the gold trolley into the lift by standing to the left of it and pressing Right. Both enter the lift. D,D. Swop to Penelope. L. Drop the 'Sleep-spray'. Get the key. R. Enter the lift. D,D,D. Swop to Parker. L. Use the mouse to hit the switch in the bottom left-hand corner and turn off the laser. Swop to Lady Penelope. L,L,D,D. Wait at the top of the ladder until the robot guard passes from left to right. L,L,L,L,U,U,U. Use the dynamite next to the safe. D and wait on the ladder until you think the dynamite has blown up (this takes roughly ten seconds). U. Get the key. Swop to Parker. L,D,D, using the same trick to get past the guard. L,L,L,L,D,D,D,D,D,L. Get the key. R,U,U. Wait by the six levers. Swop to Penelope. D. Wait at the top of the ladder until the guard arrives. Follow him to the right until the ladder which goes up. Go up it and wait at the top of the screen until the guard passes from right to left. Descend the ladder. R,D,D,D and wait by the six levers. (You'll have to work out how to set the levers – Eddy's forgotten to put them in.) Take both players into the vault. Stand by the cupboards and use the keys.

Password for Level Four – ANDERSON.

LEVEL FOUR *Countdown To Terror*
Give Virgil the shades and the gun. Give Scott the other shades and the super-glue.

You start with Scott. Drop the shades next to the piano in Joe's Cafe. U. Get the key. D. Use the key behind the piano to unlock it. U,L. Pull the left-hand lamp to reveal the sheet of music. R,D. Wait behind the piano. Swop to Virgil. L,L. Wait behind the piano and swop back to Scott. Use the sheet music and, before you start travelling down, pick up the shades. When in the complex, R and use the glue. L,L,L,L. Get the limpet mine. R,R,R,R,R,R,D,R. Swop to Virgil. Bring him to the force field. Use the gun until three control globes are destroyed. R. Drop the gun. U,R,R,R,D,L, D ,R,D,L,D,R. Pull the lever. Go up to the top of the silo and enter the control room. Pull the lever and get the film. L,L. Swop to Scott. R,U,R,R, U,R,U,L,U,R. Use the mine next to the hole in the missile.

Cheerio

And that's that for another fun-packed sesh. Remember to keep those hints and tips flooding in to me, Jonathan Davies, at *YS* Tipshop, *YS*, 30 Monmouth Street, Bath BA1 2AP. And, who knows, you may well find yourself the proud owner of a rather spanky 'I've Got Big Tips' badge!

PRACTICAL POKES

Back with another multihack attack (and a bit more besides), it's *David McCandless*!

A tad on the gratuitously violent/xenophobically fascist side this month I'm afraid, with most of my meagre space allowance occupied by one humble hack and a sprinkling of multiface POKEs for *Operation Thunderbolt*. **Robert Huseford**, **Matthew Fichett**, **Andy Ryals** and the incorrigibly genial **Axxman** are the blokes asking the question "What's that red zit doing on my forehead? Too late, my alma mater's just kissed the tarmac". And those **Tefal Men** return (they never went away, did they?) with a meaty little number for *Shark*.

SHARK

I've just seen a programme today which said that The Great White Shark is an endangered species and lots of people with arran sweaters and little pointy beards are campaigning to save it. WHY? These muthas EAT people! These creatures have quite a lot of sharp teeth! One of these fat pallid man-eaters ate Robert Shaw! Why? The Tefal Men are just as clueless – so they've given the beasts' namesake game a good POKE instead.

```
10 CLEAR 32767
20 LOAD ""CODE 65024
30 POKE 65147,90: POKE 65148,57
40 FOR f=23296 TO 1e9: READ a
50 IF a=999 THEN RANDOMIZE USR 65024
60 POKE f,a: NEXT f
70 DATA 175,50,183,204: REM weapons
80 DATA 175,50,59,190: REM lives
90 DATA 62,201,50,37,192: REM immunity
```

OPERATION THUNDERBOLT

Now, I explained how these multihacks work in the last lesson so I shan't be accepting any excuses ever again. Shall I? ...Collins? Right. And Mr Axxman here has very kindly come back today to show us all another of his clever little programs. Mr Axxman...

```
160 DATA 229,130,190,175,50,163,171
170 DATA 50,231,171,50,90,172,50
180 DATA 179,173,50,244,173,195
190 DATA 234,127,999
```

MULTIFACE CORNER

RH, MF and AR are out to make men of you yet. Here they are with a handful of lovely jubblies for *Op Thunderbolt*.

POKE	EFFECT
37910,1	L = level-1
37929,x	x = grenades p1
37919,x	x = ammo p1
37931,x	x = energy
37949,x	x = grenades p2
37939,x	x = ammo p2
37951,x	x = energy
37913,0	credits
+3 Version	
40896,0	no enemy fire

ADIOS!

Right, my mail-bag's running out! So pop along to your mail-box and post all your goodies to me, David McCandless, at Practical POKEs, YS, 30 Monmouth Street, Bath BA1 2AP. Bye!

beat 'em up

NOURISHING TIPS



SHINOBI

arcade adventure

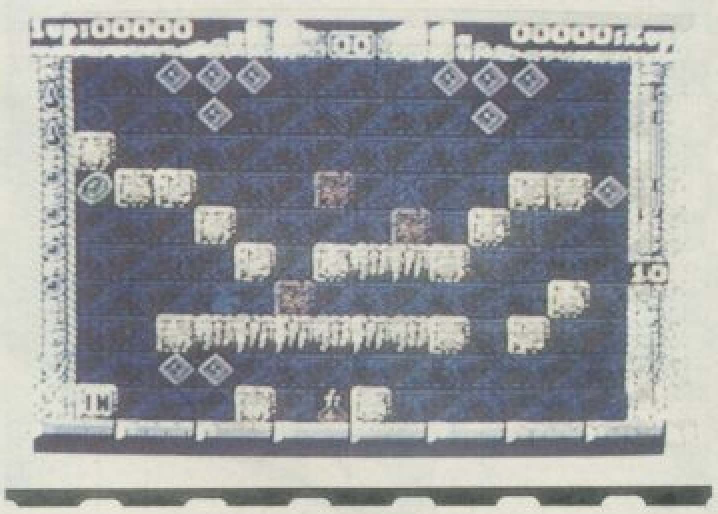
NOURISHING TIPS



STRIDER

arcade adventure

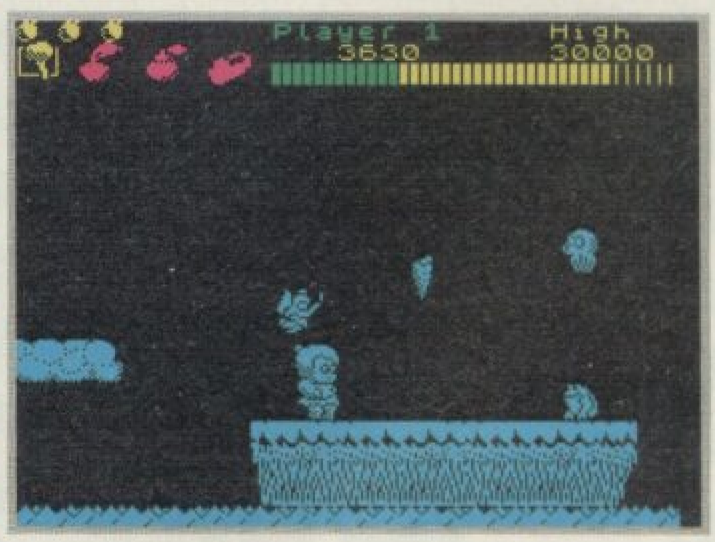
NOURISHING TIPS



SPHERICAL

arcade puzzle

NOURISHING TIPS



WONDERBOY

Strider
by **James Garman**

LEVEL ONE
Strong Man – Use your robot to kill him. If you don't have one then shoot him while he's standing still.
Statue – Get as close as you can and fire repeatedly. Duck when the laser shoots.
Dragon – Use your robot. If you haven't got one then run around behind its head and fire repeatedly.

LEVEL TWO
Gorilla – Stand in front of it where it can't reach you and fire' 'til it blows up.
Ballerinas – As with the gorilla.

LEVEL THREE
Tree Women – Stand behind them and fire.
Dinosaur – Stand and fire.

LEVEL FOUR
Floating Guns – Run along with the fire button pressed all the way.
Satellite – Jump up while firing on each side until it blows up.
End Bloke – Jump up behind him and fire.

LEVEL FIVE
Satellite – Same as Level Four, but when it's blown up don't fall down the left-hand side of the hole.
Gorilla – Same as Level Two, but watch out for guards who shoot from the left.

Shinobi
By **Mark Wootton**

I thought I'd give you a small cheat for *Shinobi*. First you redefine the keys as GRUTS and a message should come up at the top of the screen saying 'Hello Cheeky'. Then redefine the controls as you want them and you'll have infinite lives – just like that.



Spherical
by **M Brotherhood** and **J Hod**

Hello. These are the passwords for that great game by Rainbow Arts –

YARMAK
RADAGAST
ORCSLAYER
SKYFIRE
MIRGAL
GHANIMA
GLIEP
MOURNBLADE
JADAWIN
GUMBACHACHMAL
ILLUMINATUS
SPACE

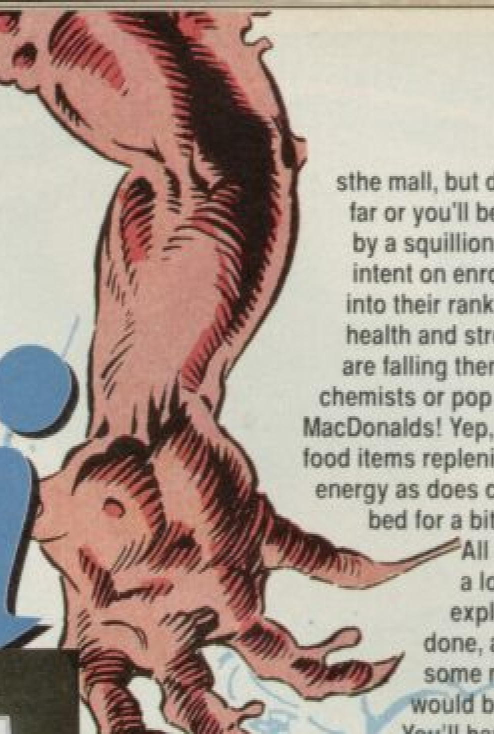


Wonderboy
by **Dean Luxton**

Getting anywhere in December's cutsie Smash Tape game can be greatly eased by possessing the skateboard. So how about having it right from the beginning? Simple. Play the game in two-player mode and as soon as you get the skateboard quit by pressing Delete and extended mode. Now restart the game and you'll find yourself at the beginning with all your lives *and* a skateboard.



Zombi



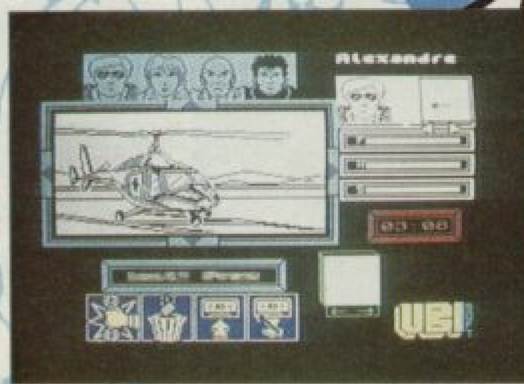
UbiSoft/£9.99 cass/£14.99 disk



Davey 'Zombi'? 'Zombi'? Shouldn't that be 'Zombie'!? Ah! It's a French game, zat explairns eet. Hmm, and by my reckoning these living dead must be masculine – la zombie, le zombi, ho hum. Anyway, have you ever fancied taking part in one of those spooky zombie flicks like George Romero's *Dawn Of The Dead* or Michael Jackon's *Thriller* video (hem, hem)? Well, UbiSoft is offering you the chance to do just that! So, if you'd just like to hold onto my hand *(Very tightly. Ed)* let's see what gory goins-on they've got in store for us.

Zombi is an icon-driven sort of adventure game with you moving a pointer and clicking on things like objects and directions. The graphics are largely monochrome, and there's very little animation. Oh, and there's no sound either. *(Blimey! Reader's voice)* But don't let this put you off, 'cos *Zombi* isn't a bad little game at all.

The instructions you get are minimal, and there's also a ropey 19-page cartoon strip that sets the scene. The story is set in 'Berkleys, United States' in 1986 (!) and basically loads of dead bodies have been coming back to life and eating the living. Eeek! In a bid to escape this rather unpleasant fate, four chums have stolen a helicopter from the local hospital only to find that they don't have sufficient fuel to fly away to safety! In search of more, they land at a large shopping mall (just like in the aforementioned *Dawn Of The Dead*) and this is where you join them!



This is where you start! Try clicking your cursor A over your helicopter for a start. See!? You can open the door and the petrol cap. Clever, eh?

You control all four characters as you wander about exploring. You find various objects with various uses (some of which I haven't even figured out yet!) – you can walk in and out of stores, use the lift, and of course fight zombies. You start doing this with your bare fists, but finding weapons is a tad more effective! There are four main levels to the mall, with a roof, where your helicopter is parked, and a basement – this bit's largely in the dark so it's better not to go down without a gun! You can also venture out of sthe mall, but don't go too far or you'll be confronted by a squillion zombos intent on enrolling you into their rank! If your health and strength levels are falling then find the chemists or pop into MacDonalds! Yep, clicking on food items replenishes your energy as does clicking on a bed for a bit of shut-eye! All in all there's a lot of exploring to be done, and perhaps some mapping would be advisable. You'll have to use your noodle to figure out just which item is used for which purpose (I'll be looking forward to seeing some tips come in for this one!), and ultimately you'll have to find some petrol. Oh, and there's also a gang of Hells Angels out there looking for food (although I actually haven't seen them yet). Watch out for them, 'cos in this situation it's every man for himself!

Um, without giving too much away, that's it really. When I first looked at *Zombi* I thought "Lummocks! This one looks a tad on the unimpressive side!" but then I started to play, and play.. and, er... play. The simplicity of the graphics is actually very deceptive, because despite the small-view screen and the few icons bordering it there is actually a great deal you can achieve. Not only can you click on the direction arrows to move but also on doors, cupboards and other features to open and go into. There's an arcade fight sequence – you dispatch zombies by clicking on the Use icon with a weapon (if you've got one) and clicking on the zombie, who either attacks you from the front or appears alongside you as a dead body.

Like most adventure games, *Zombi* gives you minimal instructions and just lets you get on with it. Unfortunately, thanks to Speccy graphics, you will also frequently come across objects that you won't be able to recognise, let alone figure out what they do (the thing that looks like a tadpole, for example). But despite this it's a good game and you can really immerse yourself in its spooky atmosphere! If you don't have the patience to keep trying when you seem to be stuck, then perhaps this isn't for you – don't buy *Zombi* expecting loads of arcade action. But do buy it if you'd fancy an atmospheric horror adventure in which you really need to keep your wits about you!

These are your four characters. Erm... except poor Sylvie's about to be turned into a zombie (which leaves you with three).

This is the character you're controlling at present.

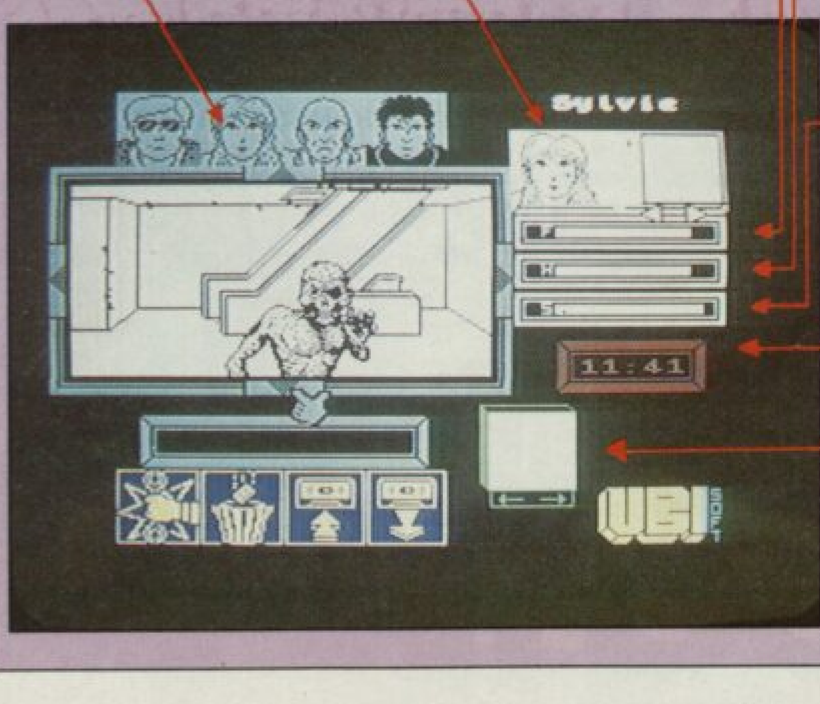
Food level. You won't get far on an empty tum, so find a Big Mac or the butchers shop and then click on the food!

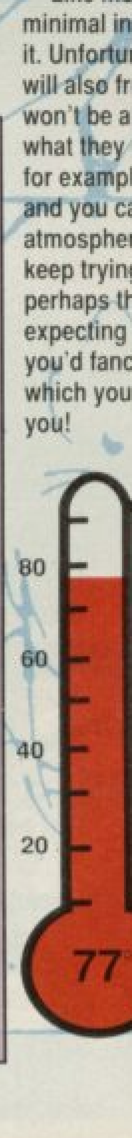
Health level. Find a first aid kit to replenish it!

Stamina. This can be replenished by resting. Try finding the beds in the meubles shop (that's French for furniture) for a quick 40 winks.

This is the time. Some things can only be done at certain times!

This box shows items contained in a cupboard. Open one up – the contents will appear here. If there're a lot, click on those arrows at the bottom to see them all.





finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
80°	62°	75°

DIAGNOSIS

Don't be deceived by the lack of arcade action and colourful graphics – *Zombi* is an addictive and enjoyable romp.

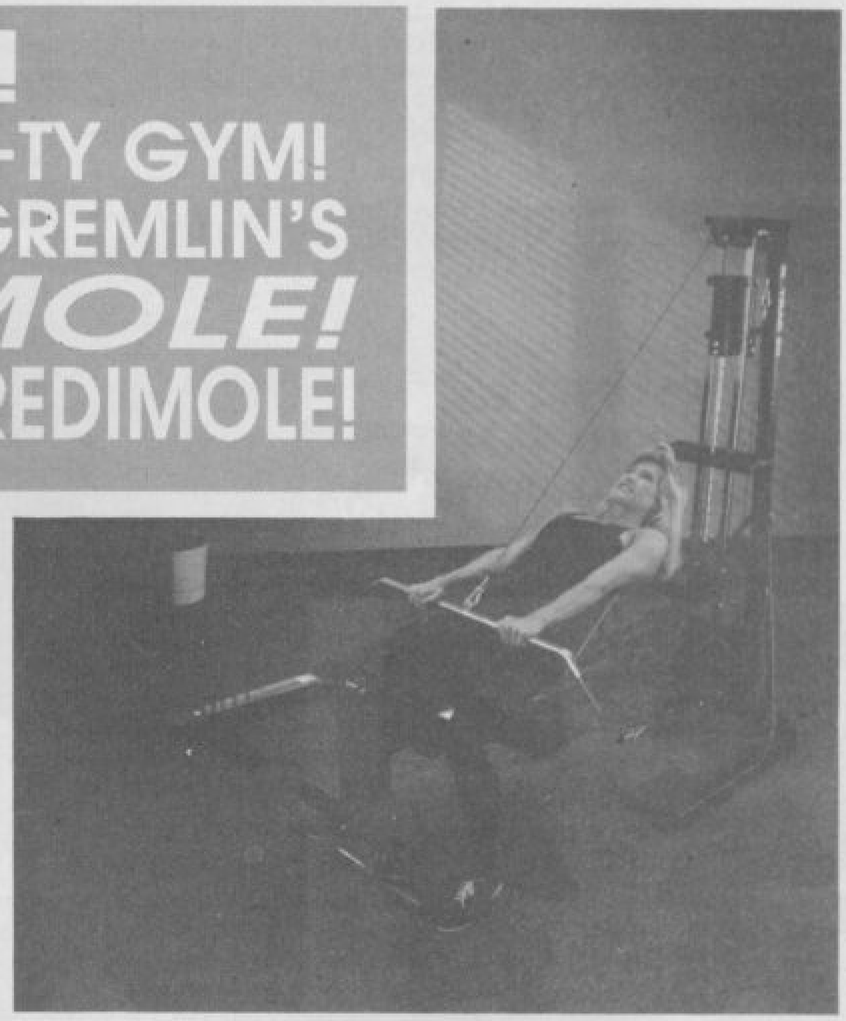
INSTANT APPEAL 68°





Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

WIN!! A DP TRAC 20 MOLE-TY GYM! PLUS 25 COPIES OF GREMLIN'S *IMPOSSAMOLE!* IT'S ABSOLUTELY INCREDIMOLE!



Guten Tag, Monty!
He's back (back! back!). Yes, Monty Mole, the star of classic platform-and-ladders adventures like *Wanted: Monty Mole*, is all set to burrow himself into our Speccies once again! If you remember, Monty's Spec-life started out as a weird mix of *Manic Miner* (ancient platform game) and the coal strike, packed to the snout with then-topical references to Arthur Scargill and flying pickets. It caused such a stir he was on the ITN news one night! Later games took Monty upmarket and further afield in epic capers like *Monty On The Run* and *Auf Weidersehen Monty*, almost like the Speccy equivalents of *The Italian Job* or something. All three games had one thing in common though – they were blooming brilliant!

And now he's back (back! back!) *(Yes, you've already said that. Ed)* – this time bigger, meaner, more muscular and togged up in a rather 'fetching' red and yellow superhero cossie. But how did he get that way? And what's *Impossamole* going to be like? Well, you needn't wait in suspense any longer. It's Megapreviewed on page 46! Hurrah!

Incredimole!
That's what our prizes are, absolutely unbelievimole! The first one's especially great. When we first saw the new look Monty we sat down and thought to ourselves "Hang on a minute. Last time we saw him he was sort of furry and mole-looking. Now he's big and tough with a squishy piggy nose! What's happened? The public need to be told!" So we rang up Gremlin and asked them, and guess what they said? Yes, in his time-off he's been 'working out'. So guess what we're giving away, Spec-chums? That's right, a complete home Multi-Gym, as recommended by the *YS* Weight Lifting Expert. Adjustable for your size, strength and so on, it allows you to exercise every major muscle in your body!! (Well, almost.) It includes an incline bench, rowing/curl bar, lat bar, bench press/squat bar and workout chart, and what's more it folds away (fairly) neatly when you're not using it! It's the biz!

Runners-up needn't be disappointed either, since 25 of them'll be getting a Speccy copy of Monty's new adventure, *Impossamole*. It's a barg!

I was Monty's double!
Monty Mole's been through some bizarre permutations in his chequered career, from miner to superhero! But that's not all! There are in fact many other little-known Monty Mole adventures just waiting to be told, and here on this very page we show you a selection of the various 'disguises' that he's adopted.

Below you'll find a list of titles – we want you to match each pic to the 'secret' Monty adventure it's taken from. For instance, if you think Picture A is from the little-known 'caper' *The Mole With The Golden Gun* you'd write that name next to the A space on the form. Then simply fill in the rest of the titles, add your name and address, stick the form on the back of a post card and send it to *He's Amazing! He's fantastic! He's The Greatest Secret Agent In The World! Mon-ty Mole! MONTY MOLE!* Compo, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2AP. The closing date for this one is 30th April 1990!

The 'Secret' Adventures Of Monty Mole

- *Three Men And A Mole*
- *The Wild Mole*
- *9 1/2 Moles*
- *Robomole*
- *Mole Of Arabia*
- *Raging Mole*
- *Moles Like It Hot*
- *Honey, I Shrunk The Mole*

A



B



C



D



Rules
•Anyone in any way associated with Gremlin Graphics or Future Publishing caught burrowing their way into the Compo mail room will be gutted *(Blimey! Ed)* and turned into a pair of moleskin trousers!
•All entries must be 'in the bag' by April 30th or they'll, um, not be 'in the bag' (and so won't stand a chance of winning a prize, if you see what we mean).
•It's impossamole arguing against Matt's decision so don't even bother trying!

It's easy! I know my moles! They are...

A) ....
B) ....
C) ....
D) ....
Name..............................
Address ....
....
..............................Zip code ....

A bit short of the readies? Low on the folding stuff? Totally borassic? Then pop down the Bargain Basement with *Marcus Berkmann*, and see what goes "Cheep!" (Eh? Ed)

BARGAIN BASEMENT

WIZARD WILLY

Cartoon Time/£2.99

This is one of CodeMasters' new games for younger players – so it says here – but actually *Wizard Willy* is quite a gas for any age-group. As usual you are the last hope of some inconsiderate victim who's been trapped somewhere far away – ie at least 8 billion screens to the right. Willy (fnar) therefore has to wander along a monochrome landscape collecting various useful things and killing things that are less useful. Sounds a familiar tale, doesn't it? But thanks to some neat perspective graphics and a few nice ideas here and there – more to do with presentation, admittedly, than actual gameplay – *Wizard Willy* manages to rise above the mundane. A few low platforms make the game more than one-dimensional, and the whole shebang has been executed with great care and a certain style. The only down-side is that it's sometimes hard to make out what precisely is going on – the graphics can become a little indistinct. But it's not a disastrous flaw, and indeed not quite knowing what's going on is an intrinsic part of the game. Neat for sprogs, and not bad for older gamesters either.

68%

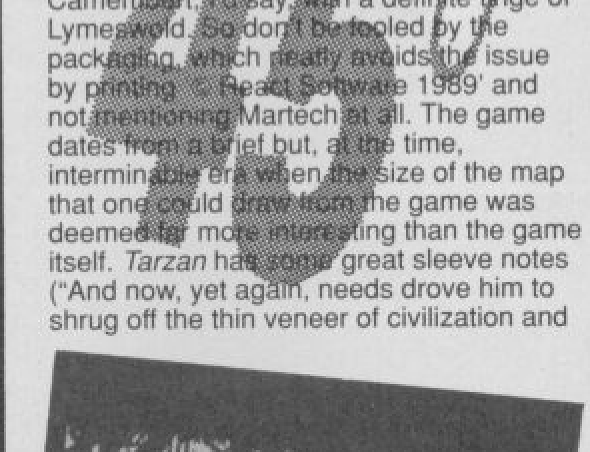


TARZAN

React/£2.99

In a month full of reasonable new games, it was just a matter of time before a cheesy old rerelease popped its head over the barricades. *Tarzan*, which Martech first released some three years ago, is as cheesy as any – a distinct whiff of old Camembert, I'd say, with a definite tinge of Lymeswold. So don't be fooled by the packaging, which neatly avoids the issue by printing '© React Software 1989' and not mentioning Martech at all. The game dates from a brief but, at the time, interminable era when the size of the map that one could draw from the game was deemed far more interesting than the game itself. *Tarzan* has some great sleeve notes ("And now, yet again, needs drove him to shrug off the thin veneer of civilization and brave the perils of the forest. Lady Jane Greystoke, she who he had won by the might of his steel thews, was in danger" etc etc etc) but the actual game is dull – just old Tarz running through the jungle trying not to get lost or killed. There's a bit of fighting in here but otherwise not much to keep the pecker up – not even Lady Jane Greystoke. As Tarzan himself would say, "UUUURRRRRR-ER-ER-ER-URRRRRR!"

45%

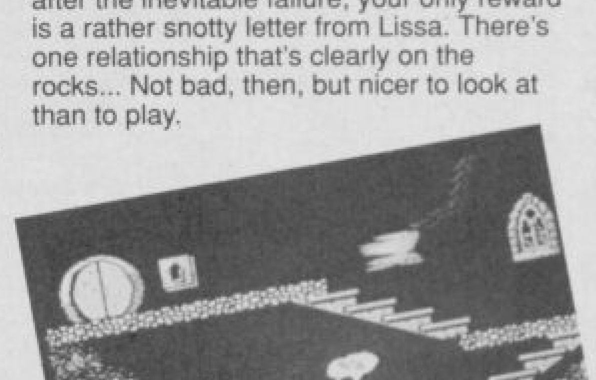


OLLI AND LISSA 3

Cartoon Time/£2.99

Back to the Cartoon Timers, and another spanky game for the more youthful player. *O&L 3* is, amazingly enough, the sequel to *O&L 1* and *O&L 2*, both of which were released so long ago I'm amazed anyone can remember them. I'm not even sure I can, although I do remember the original *Olli And Lissa* sitting pretty on the top of the charts for the best part of six months after *YS* had said it was a giant pile of vom. Shows how much notice people take of us, eh? *O&L 3* though, isn't bad at all, an odd little platformer that takes the still-badly-misspelt Olli through the usual network of screens, trying to find all the parts of his disassembled car. Poor old Oli. It's a gigantic excuse, of course, for loads of very colourful graphics, a house so large even the Ed would feel at home in it, and a jolly little romp that, unlike *Wizard Willy* for instance, may well test the patience of older players. Control is, well, different, and so not especially user friendly, and even the best-tempered player will bridle when, after the inevitable failure, your only reward is a rather snotty letter from Lissa. There's one relationship that's clearly on the rocks... Not bad, then, but nicer to look at than to play.

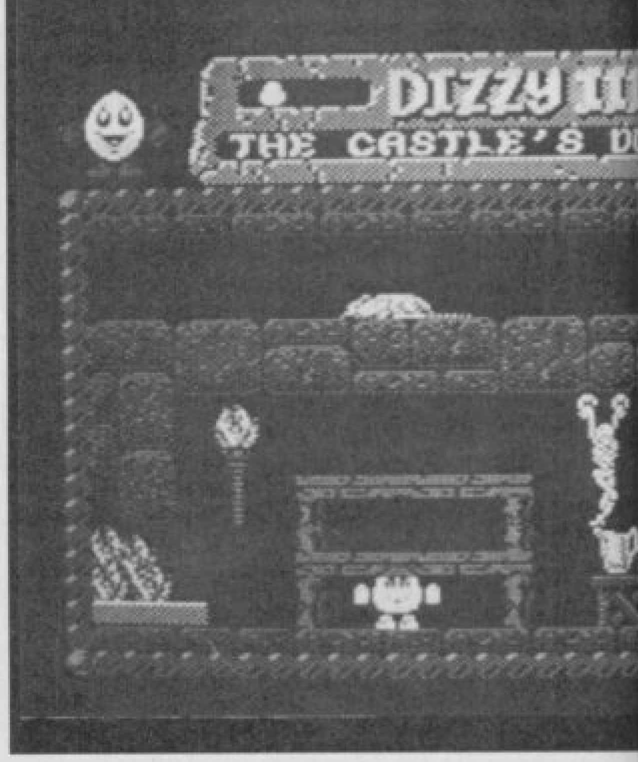
63%



FANTASY WORLD DIZZY

CodeMasters/£2.99

Barely has the Clinic stopped receiving anguished letters from Spec-chums stuck on *Treasure Island Dizzy*, than those varmints the Oliver Twins have bunged out another of their splendid little games. Dizzy fans should know the score by now, and will no doubt be delighted to learn that this one is well up to scratch – assuming, of course, that you've got the itch. For his third adventure, the Diz ventures forth into an enchanted forest for

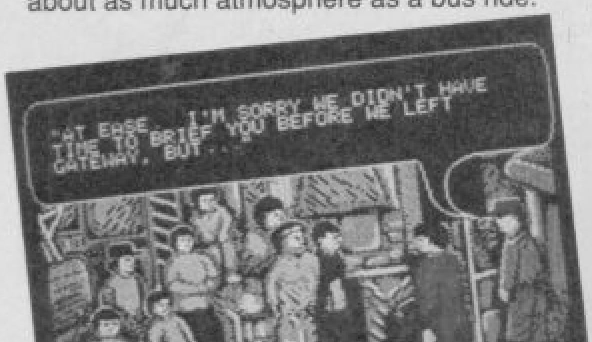


a quiet walk with Daisy, his bit of All Right. "Snog city!" I hear you cry, but sadly not, as Dizzy, with his spectacularly bad luck, finds that his girlfriend has been unceremoniously blagged by the Evil King's trolls. Sheer carelessness, of course, but at least it means another adventure for everyone's favourite egg-based lifeform. As before, this is in traditional arcade adventure mode. Diz has a number of gamesnags to iron out, while picking up lots of coins (he's still the greedy little git he always was) and recapturing his luscious young lovely. First, though, he has to escape from the king's dungeon. What has he got to help him? A bejewelled scimitar? A bazooka? A Sherman tank? No – an apple. Ber-rilliant... Still, he can do it with your help, and with the Oliver Twins' now traditional high standards of gameplay and design you should enjoy it as well. Neil Adamson's graphics are appropriately clear and decorative, and while the game hardly pushes back any great barriers it's still a highly enjoyable romp. Not quite a Megagame, but thoroughly recommended all the same.



ALIENS US VERSION
Alternative/2.99

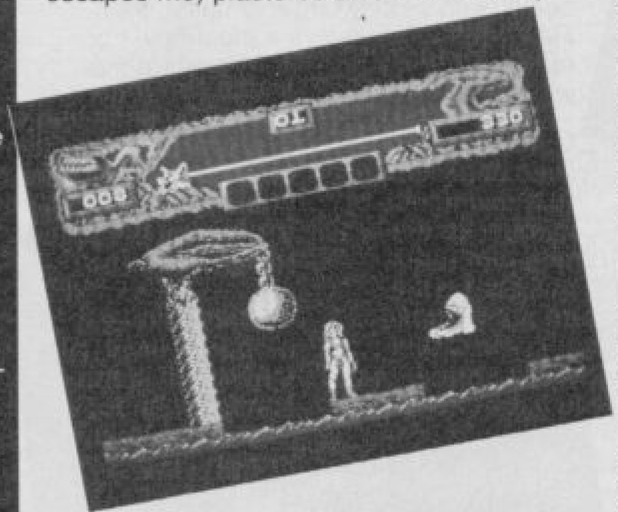
Not to be confused with the British *Aliens*, which was a more than averagely tedious rushabout with a tiny playing screen and about as much atmosphere as a bus ride.



Aliens US, on the other hand, was Activision's second bite at the cherry, a conversion from the original C64 game that sold oodles across the pond. Unlike the Brit one, this sticks pretty close to the movie plot, so you'll often be thanking your lucky stars that you decided to wear those brown cords after all. *Aliens US* is actually a compendium of six games, all of which are good fun, if not overwhelmingly amazing. First you land your ship, then you have to bring the marines back to your Armoured Personnel Carrier, and then you have to hide behind the sofa – whoops! There's a nice variety of game types on offer here, with left-right scrolling, plan view and point-of-view styles all making an appearance. Splattering good fun.

VIXEN
React/£2.99

Another distinctly Brie-flavoured oldie from Martech – but *YS* readers of old may remember the furore that greeted it. Not only did the game come with a scrumptious pic of some Page 3 girl (whose name now escapes me) plastered all over the front,



but so did *YS* that month. Parents were furious and outraged. "I'm furious," wrote one. "And I'm outraged," fumed another. It was all an enormous hoot, and even if the girl had overdone the salad oil a bit, *YS* readers of a certain age lapped it up. "PHWOOOARR!" opined Phil. "FNAR FNAR!" yelled JD. And Macca's monkey impersonations were a delight to see.

In fact we enjoyed ourselves so much it was only later on that we came to look at the actual game. And naturally enough it wasn't very good. A simple chaseabout enlivened only by Vixen's skill with a whip (bucket of water, someone, please), it goes nowhere in a pretty but unmemorable sort of way, and as there isn't even a giant poster of whatevernernamewas with her bits poking out, there really isn't much point in it all any more. A nice try, though.

PUB TRIVIA SIMULATOR
CodeMasters/£2.99

Where would these pages be without at least one mention of the word 'Simulator'? In fact here, as so often, it's completely redundant, as this is just a Pub Trivia game like any other. I'm more than mildly amazed that there haven't been more of these floating around the racks over the years, as there's no better form of computerised trivia game – and I write as someone who has both won and lost outrageous amounts of money on the things. Of course, many Spec-chums are under the magic age of 18, which may have something to do with it, but you can give me this any day before, say, *Trivial Pursuit*, which completely misses the point

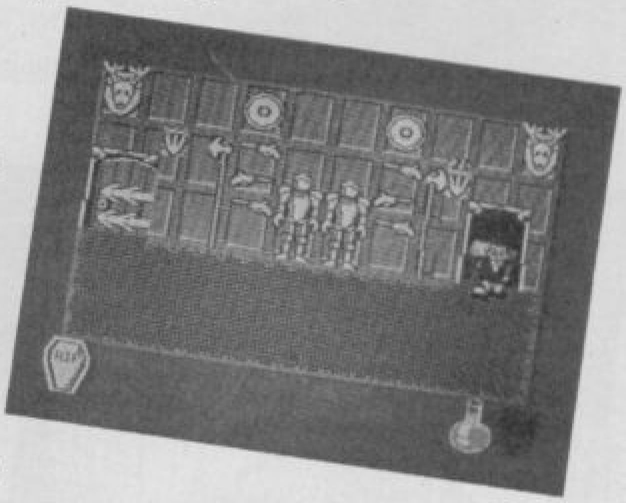


of what computers are supposed to do.

That said, *Pub Trivia* is not the complete success I'd perhaps hoped for. For one thing, the questions are extremely easy, and although it's not hard to get caught out early on – if you get one wrong before you've had a chance to win any money, that's it – it's almost impossible to lose once you get going. Each question, in a variety of categories, gives you a certain number of points (50 to 300) or, in some cases, a bright shiny 10p bit (yo ho ho). Controls are excellent, graphics pleasantly slick, and the design works very well, but dedicated quiznuts will be disappointed at the standard of the questions.

FRANKENSTEIN JR
Cartoon Time/£2.99

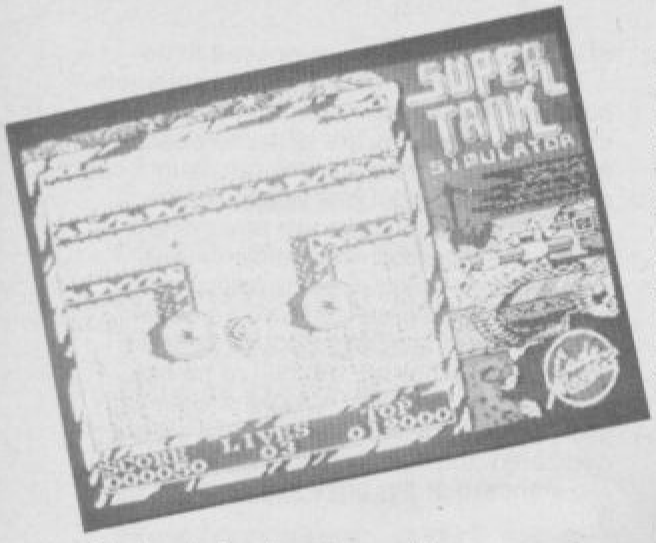
This looks suspiciously like a game that I believe Ariolasoft were working on about two years ago (although I can't remember its name for the life of me), but here it crops up again as a cheapie from CodeMasters. And this time, I'm afraid, the Darling boys have come a bit of a cropper. The game, by Paul Smith and Steve Howard, is a tame arcade adventure set in the usual haunted-castle-full-of-ghoulies. Here, the young Frankenstein, who we'll call Ken for no real reason at all, has to run around the castle looking for bits of his dad. Hmmm. When you've put him together, there's the small matter of plugging 1,000,000 volts through his limp frame, and as long as he's back in the land of the living by the end of *Beadle's About*, you'll be all right. Chasing Ken around,



though, are untold nasties and things – business as usual. Unfortunately, you can't kill any of the nasties, and they can catch up with you and kill you all too easily, which rather mucks up the arcade adventure aspect of the game. The graphics aren't bad, but the gameplay doesn't really hold up. Perhaps CodeMasters should have thrown this one back in the water...

FRUIT MACHINE SIMULATOR 2
CodeMasters/£2.99

Good grief, is every game from CodeMasters this month? (*Looks like it. Ed*) Now, regular readers of this page will know that I'm a bit of a sucker for fruit machines, which may explain why I have to toil long and hard writing this column (all my spondoolicks having disappeared down their throats). And CM's *Fruit Machine Sim*, which sold trillions on its release last year, was an especially fine example of the species – especially as it cost me just two quid. Now, here's the sequel, and it's another winner. For most of these machines, of course, you need a degree in



Electronic Engineering and two years at NASA, and the one in *FMS2* is no exception. Shuffle Nudge Boxes? Winner Spinners? It's got the lot. Naturally it was the work of a moment (two hours) for me to win a bumper £8.60 and so top the high score table, but I'm sure you can do better. But this is a perfect budget release – it doesn't do anything new, but what it does it does brilliantly. (Anyone lend me a quid?)

SAILING

Mastertronic/£1.99

63%

Ever wondered what the Americas Cup was all about? Me too. Multi-millionaires spending trillions of pounds building boats and then racing them across huge stretches of water in what's got to be the dullest spectator sport since synchronised swimming (now synchronised drowning – *there's* a sport). Woss the point, we all cry? Well, if you've ever wondered, here's *Sailing*. Here you get to design your own yacht, sail it and, if you've got it all right, lift



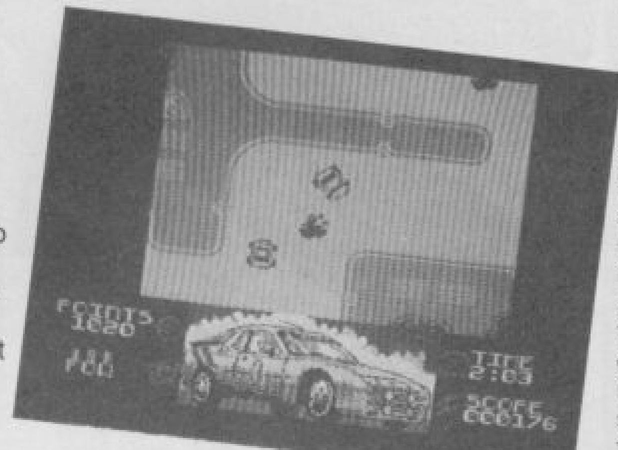
some trophy or other. Of course it's not quite as simple as that, as unless you know a lot about this sort of thing to start off with you're a bit in the dark. It's not bad though, appealing more to football management sim fans than arcadesters, I'd suggest. Essentially, then, we're talking Very Limited Appeal Indeed.

RALLY CROSS SIMULATOR

CodeMasters/£2.99

57%

Gasp! That's not... no, surely... it's not the dreaded 'Sim'-word again... is it? Ah, but it is, and our old chum David Darling's pretty damn excited about it. Honest, independent comment from the old fraud? You bet. "An exhilerating (sic), realistic simulation!" he burbles. "*Rally Cross* is great fun." Could he finally be running out of absurdly over-the-top critical comment to slap all over his product? It's a marvellous thought, but while we ponder on that, what of the game? Yes, *Rally Cross Simulator* is a CodeMasters game of the old school, in that it's almost exactly like *Grand Prix Simulator*, which of course sold four billion copies. Who can blame everyone at CM for wanting another bite at the cherry? Not me, so I shall simply say that if you liked *Grand Prix Simulator* – and millions did – and you don't mind playing the same game all over again (with slightly larger circuits), then *Rally Cross Simulator*'s a must-buy. For me, though, it's a must-throw-out-of-the-window. Wheeeeeeeeeeeee!

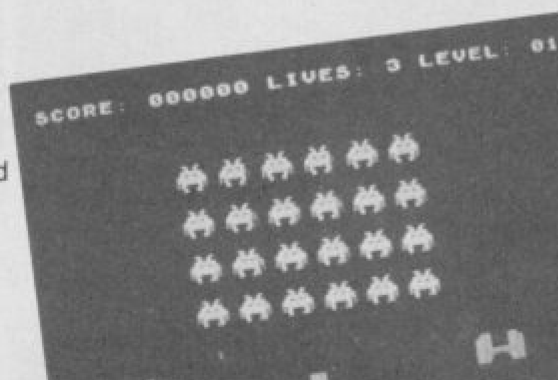


CLASSIC ARCADIA

Alternative/£2.99

28%

Yup, it's the Golden Oldies – *Space Invaders*, *Pacman* and *Galaxians*. Except that here (for copyright reasons) they're called *Invaders*, *Muncher* and *Axiens*, and they're all Very Old indeed. I mean, I'm as big a fan of *Space Invaders* as anyone but it does need to be fast to work. This version, written no doubt in the Spectrum's infancy, is pitifully slow and no fun at all. Surely someone must be able to do a perfect copy of the original by now, but I have yet to see one on the Spec, or indeed on any home computer. The *Pacman* copy is at least a bit better than this – it's reasonably swift – but again it's slightly different from the original when all we want is a direct copy. And *Axiens*, or whatever it's called, is a complete shambles – poor collision detection, dull to play and completely inaccurate. This sort of collection is so frustrating. How much would it cost to program these games properly, instead of disinterring terrible old versions from the distant past? In short, AAAARRRGGH!

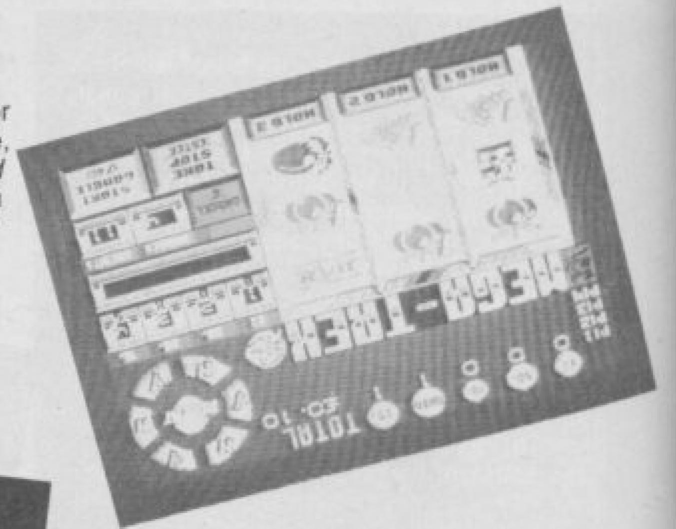


SUPER TANK

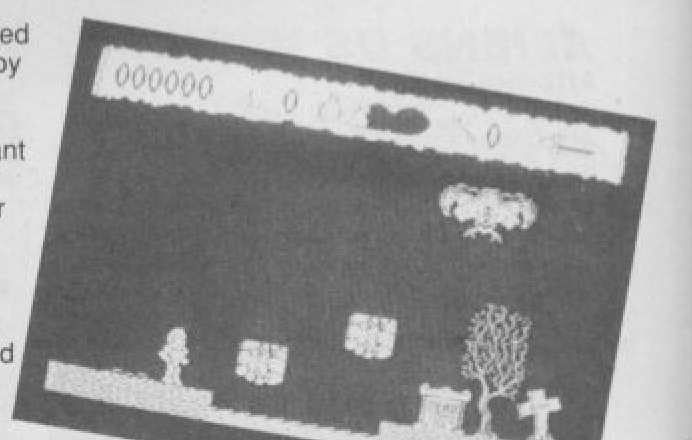
CodeMasters/£2.99

82%

It has to be said - CodeMasters have been pretty busy lately. Virtually every cheapie this month seems to have come from their Warwickshire gamelabs, but I don't think any are as good as this. It's a simple



enough game. You find yourself (it says here) in the driving seat of NATO's latest and most sophisticated tank, and you've got to destroy virtually anything that comes in your way. Control is hard at first - Left and Right turn the tank, Up moves it forward - and the gun emplacements are quick off the mark. But as you get used to it, you become determined to outwit the snivelling little gits holed up in them, and there's often a really clever way of doing it. Strategic thinking is just as important as speed of reaction here, and the whole caboodle scrolls smoothly in eight satisfying directions. Apparently you eventually get to see the battle from the tank's eye view (the initial view is from above) but I haven't got that far yet, and to be honest can't see how I'll manage it. "Eight incredible war zones!!" the packaging screams, but I'm afraid I'll just have to take their word for it. Still, this is diverting stuff, based on two billion other games but definitely worth a shufti all the same.



PRINCE CLUMSY

Cartoon Time/£2.99

71%

Another of these 'games for younger players' which always seems to mean younger than you for some reason. Actually, *Prince Clumsy* is quite a giggle – action-packed, faster than a speeding walnut, and twice as nutty. There's not a lot of plot (I still don't know where the *Clumsy* bit comes in) but fortunately there's a lot of game – 90 screens, to be precise. Get through as many of them as you can as fast as you can, killing things before they kill you, and trying to leap onto moving platforms before they move out of range. Avoid the super-glue (sticky), the poison and the ball and chain, and you'll be doing well. It's all very straightforward (brain-power is not required) but for a simple runaround this is niftily programmed and very jolly to play – perfect cheapie fare.

WORLDWIDE SOFTWARE
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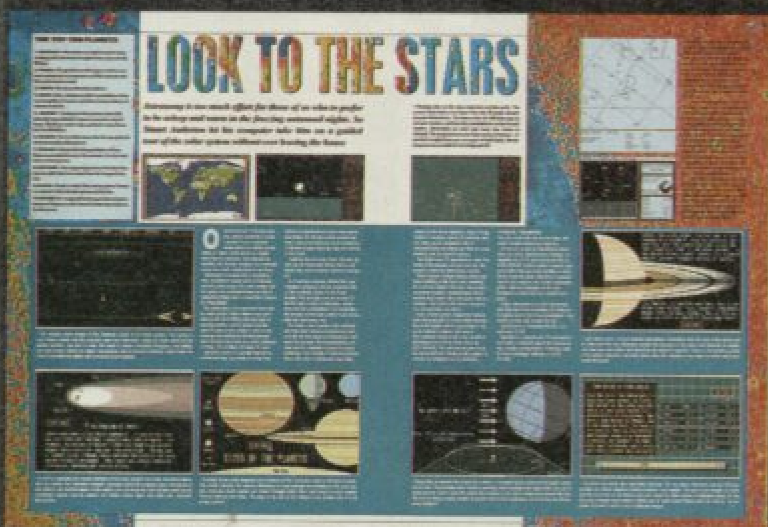
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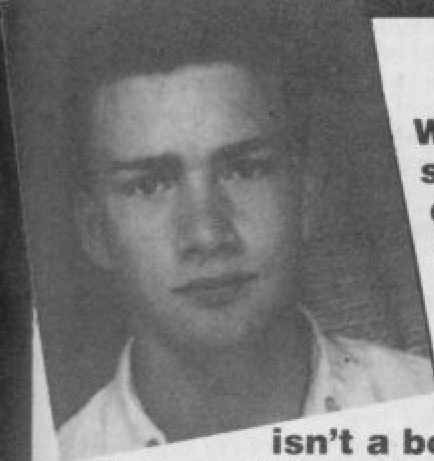
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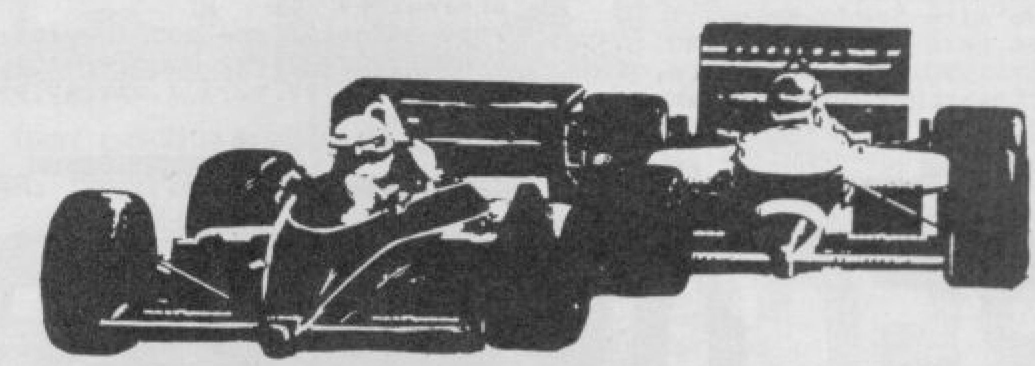
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PROGRAM PITSTOP



What's smooth, dry and goes down a treat at parties? (And isn't a bottle of Martini.) Why, it's *Jonathan Davies*! Let's find out what he's been up to today, shall we?



I've just come back from a couple of stultifyingly tedious lectures, eaten a decidedly bland lasagne in the canteen and been subjected to almost an entire episode of *Neighbours*, so I'm in just the right state of mind to churn out a few hex listings. No, hang on. There's something missing. Click! That's better – The Smiths on the stereo. Perfect. My mind is now a blank.

Actually I couldn't find any hex dumps this month, so you're off the hook for now. Instead there's a double bumper-pack of goodies (sort of) from **Jeffrey Sweeting**. First up, we've got his fabaroony *Function-Key Mode* program and then it's onto *Recovery D+*, a handy file-recovery thing for swanky +D owners.

Hmmm...'useful' programs, really, and very nice too. But howzabout a few thoroughly frivolous and pointless ones? Come on, you lot, get your *First Steps With The Speccy For Utter Wazzocks/ Advanced Z80 Opcode Manipulation For Intellectual Demi-Gods* (delete as applicable) books out and get programming. No, now! Come on, Program Pitstop needs you!

FUNCTION-KEY MODE

by Jeffrey Sweeting

Have you ever looked at that mysterious row of keys marked F1 to F10 on flashy, expensive computers and wondered what they do? Have you ever wished you had some, whatever they are? Well, pine no longer. **Jeffrey Sweeting**, a veteran *YS* reader (two years no less), has come up with a solution.

Function keys are what it's all about. They're a rather useful breed of key which can be pre-programmed to do what you want, rather than being restricted to printing up boring single letters and numbers. Obviously the Speccy's a bit lacking in this department, so Jeff's had to make its normal keys double up as function keys too.

Once the program's been typed in and run, pressing Symbol Shift and Space together will give you a new 'F' mode, with its own cursor. Once you've done this, prodding a letter or number key will call up one of your pre-programmed definitions. These are strings of characters – up to 7,000 each, if you've got a couple of days to spare.

The program has a built-in key programmer, and is well documented so you should be able to see what's what. Just type it in and off you go.

```
  10 CLEAR 54999: GO SUB 210: PO
KE 55000,252: REM ** Clear previ
ous definitions **
  20 RANDOMIZE USR 64008: REM **
* turn interupts off ***
  30 REM ** RANDOMIZE USR 64001
will turn them on**
  40 BORDER 0: PAPER 0: INK 7: C
LS : PRINT AT 0,4; PAPER 1;"KEY
DEFINITION PROGRAM"' PAPER 2;AT
1,12;"By JEFFREY SWEETING"
  50 PRINT AT 10,3;"Do you want
the set of Demo";AT 12,10;"Keys?
 (Y/N)"
  60 PAUSE 0: IF INKEY$="y" OR I
NKEY$="Y" THEN  PRINT AT 18,0;"T
ry the keys from 1 to 5 ...": PA
USE 100: LET s$=CHR$ 254+"1The P
remier number "+CHR$ 255+CHR$ 25
4+"2Deux! "+CHR$ 255+CHR$ 254+"3
Unlucky for some"+CHR$ 255+CHR$
254+"4This is number four"+CHR$
255+CHR$ 254+"5This is the final
 key."+CHR$ 255: GO TO 170
  70 IF INKEY$<>"n" AND INKEY$<>
"N" THEN  GO TO 60
  80 PRINT AT 10,0,,;AT 12,0,,AT
 3,0;
  90 LET s$="": PRINT '''" (Ente
r E-Mode to finish)"''
 100 INPUT "": PRINT #1;"Press K
ey that you want to      define.
.."
 110 LET i$=INKEY$: IF i$<>"" TH
EN  GO TO 110
 120 LET i$=INKEY$: IF i$="" THE
N  GO TO 120
 130 IF CODE i$=14 THEN  GO TO 1
70
 140 INPUT "Enter definition for
 that key:"'d$
 150 LET s$=s$+CHR$ 254+i$+d$+CH
R$ 255
 160 PRINT "KEY:";i$;" is:";d$':
 GO TO 100
 170 LET s$=s$+CHR$ 252: LET x=5
5000: FOR i=1 TO LEN s$: POKE x,
CODE s$(i): LET x=x+1: NEXT i: R
EM ** If you want, you can put y
our string in S$ and GOTO 170. R
emember each function MUST start
 with CHR$ 254, then the key you
 must press, the definition itse
lf and CHR$ 255 at the end of a
definition. Each string must end
 with a CHR$ 252. Confused?...Ex
amine line 60 then... **
 180 CLS : PRINT "All keys defin
ed"''"To save Keys:"''"SAVE ""NA
ME"" CODE 55000,";x-55000;"(data
)"''"SAVE ""NAME"" CODE 64001,";6
4326-64001;"(m/code)"''"To turn
ON interupts:"''"RANDOMIZE USR 6
4001"''"And OFF:"''"RANDOMIZE US
R 64008"'''"To get "; FLASH 1;"F
"; FLASH 0;" cursor, press"'"SYM
B SHIFT & SPACE together"
 190 PRINT ''"(I've turned it on
 for you now)": RANDOMIZE USR 64
001
 200 STOP
 210 CLS : PRINT "Poking in M/C
code..(Wait 5 sec)": LET ch=0: R
ESTORE 240: FOR i=63999 TO 64234
: READ a: LET ch=ch+(i-64000)*a
 220 POKE i,a: NEXT i: IF ch=293
1629 THEN  RETURN
 230 PRINT "Sorry, error in data
."''"Check lines 240 - ": STOP
 240 DATA 11,250,62,249,237,71,2
37,94,201,237,86,201,229,213,197
,245,205,30,250,241,193,209,225,
195,56,0,6,8,45,10,1: REM ** Han
dle interupts **
```

```
 250 DATA 1,254,127,237,120,203,
71,192,203,79,192: REM ** Pressi
ng SHIFT & SPACE ? **
 260 DATA 237,86,62,18,215,62,1,
215,62,70,215,62,18,215,62,0,215
,62,8,215,205,191,2,254,255,32,2
49: REM ** Print 'F' cursor **
 270 DATA 205,191,2,254,255,40,2
49,71: REM ** Wait for keypress
**
 280 DATA 33,216,214: REM ** Loa
d HL with 55000 **
 290 DATA 126,254,252,32,10,237,
94,201,201,0,0,0,0,0,0,0,0: REM
** Find CHR$ 252 end marker ? **
 300 DATA 126,254,254,32,15,35,1
26,184,0,0,32,10,195,134,250,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0: RE
M ** Find CHR$ 254 begin of stri
ng marker ? **
 310 DATA 35,195,79,250,201,201,
201: REM ** Go back to test othe
r strings **
 320 DATA 35,62,32,50,8,92: REM
** Clear 23650 & add one to HL(S
o it points to the start of the
string) **
 330 DATA 126,254,255,194,189,25
0,62,13,237,75,91,92,0,2,62,128,
3,2,237,75,97,92,3,3,237,67,97,9
2,237,75,99,92,3,237,67,99,92,23
7,75,101,92,3,237,67,101,92,237,
94,201: REM ** Come to the end o
f a string? **
 340 DATA 126,0,237,75,91,92,126
,2,35,3,237,67,91,92,237,75,97,9
2,3,237,67,97,92,237,75,99,92,3,
237,67,99,92,237,75,101,92,3,237
,67,101,92,195,140,250,201,201:
REM ** Poking in string Byte by
Byte , altering a number of syst
em variables & Looping back **
 350 STOP
9999 SAVE *"m";1;"Function"
```

RECOVERY +D

by Jeffrey Sweeting

No, not just a coincidence. Jeffrey Sweeting has been busy this month, and here's his other contribution. It's been written for the opulent +D interface owners among us (among you, rather – I'm way down on the social scale), so the doshless majority will have to give it a miss. It does the same job as the +3 file recoverer printed a while back – recovering files, basically.

Say your secretary's just written a letter with *Tasword 2* to your personal financier asking him to buy gold bullion, and saved it onto disk. Suddenly you notice that the price of gold has gone sky high, so you get her to delete the letter and forget about it. But, hang about, what's this? A temporary fluctuation. You change your mind again. So what do you do? Whip out *Recover +D* and recover the file, that's what. The only catch is that you'll need to remember what type of file the one you lost was (Basic, code, array or whatever) and give the program the relevant info. Once you've done that though the rest is easy. So fire up your velvet-trimmed Speccy and get typing.

```
 10 CLEAR 59999: PRINT AT 0,1;
PAPER 6;"RECOVER +D  BY JEFFREY
SWEETING"
 20 PRINT AT 5,0;"Type in the n
ame of the program you accidentl
y erased."''''(Or first few lett
ers if you      can't remember it
 all.)"
 30 INPUT f$
 40 PRINT AT 5,0;"Searching for
 name on disk 1...",,,,,,,,,,,,,
,,,,,,,
 50 FOR t=0 TO 7: REM ** TRACK
**
 60 FOR s=1 TO 10: REM ** SECTO
R **
 70 LOAD @1,t,s,60000: REM ** L
OAD SECTOR INTO 60000. EACH SECT
OR IS 512 BYTES LONG AND CONTAIN
S 2 PROGRAMS(EVERY 256 BYTES) **
 80 LET a$="": LET b$="": FOR i
=60001 TO 60010: LET a$=a$+CHR$
PEEK i: LET b$=b$+CHR$ PEEK (i+2
56): NEXT i
 90 IF f$=a$( TO LEN f$) THEN
LET x=60000: GO TO 130
 100 IF f$=b$( TO LEN f$) THEN
LET x=60256: LET a$=b$: GO TO 13
0
 110 NEXT s: NEXT t
 120 PRINT AT 5,0;"Sorry, progra
m not found.",,,,,,,,,,,,,,,: ST
OP
 130 PRINT AT 5,0;"""";a$;""" FO
UND",
 140 PRINT ' PAPER 5;"Press:"; P
APER 7'"1.BASIC"'"2.NUMBER ARRAY
"'"3.$ ARRAY"'"4.M/CODE"'"5.48K
SNAP"'"6.MD.FILE"'"7.SCREEN$"'"9
.128K SNAPSHOT"'"11.EXCECUTE FIL
E."
 145 REM ** THERE ARE OTHER NUMB
ERS WHICH MEAN OTHER THINGS(E.G.
 SPECIAL FILE) **
 150 PRINT  PAPER 6;'"(it dosen'
t matter if you get   it wrong,
the program just won't load. Loa
d this program again   and try a
nother number.)"
 160 INPUT "NUMBER(1 TO 11)   ?";
n: IF n<1 OR n>11 THEN  GO TO 16
0
 170 POKE x,n
 180 SAVE @1,t,s,60000: REM  **
RESAVE SECTOR ONTO DISK **
 190 CLS : PRINT "Try and load t
he program now.   If it dosen't
load, then run     this program a
gain and try       a different nu
mber(I.E. you      coulden't reme
mber what type of program it was
."
 195 PRINT '''': CAT *!: REM ** P
RINT ABBREVIATED CATALAGUE **
 200 STOP
9999 SAVE d1"RECOVER" LINE 0: CA
T 1: STOP
```

WIEDERSEHEN!

That just about wraps it up for this month. All I have to do is remind you that there's £50 up for grabs for the best program each month, and with any luck a badge for the rest at the very least. So show us all what you're made of and send loads of programs to me, Jonathan Davies, at Program Pitstop, *YS*, 30 Monmouth Street, Bath BA1 2AP. And remember that a Pitstop appearance was the first step to stardom for some of the world's best-loved programmers. Possibly.



HARDWARE

RAGE HARD!

Following fast on the heels of last month's SAM Coupé review, here come the SAM disk drive and DOS! *Sean Kelly* gets out his trusty screwdriver and has a good poke.

The SAM disk drive is the first chunk of extra hardware to arrive for the Coupé, and as such helps give the computer a degree of sophistication not usually associated with things like the Speccy. Anyone who's used the drives on Atari STs, Amigas and the like will know what a boon a good, modern internal drive can be, and it should be exactly the same with the SAM. The difference is that these drives aren't actually an integral part of the computer at all, but very clever external fittings that only *look* as if they've been attached to the Coupé for life! They come separately, which means that you can buy the basic computer which loads games and other programs through an external tape deck (as you do with most Speccies) until you're feeling flush enough to splash out on a disk drive or two. Happily, MGT has made the units impressively slim and stuck two purpose-built holes in the front of the computer casing, so these extra add-ons slot in neatly and unobtrusively.

Fitting The Bits

Much to my surprise, actually attaching the drive is dead easy. Even those with as little computer assembly experience as me (ie zilch) should find it fairly straightforward. All you need to do is remove the little plastic cover on the front of the Coupé and shove the disk drive into the hole until it locks. You then turn the SAM upsidedown and bung a couple of screws in underneath to hold it in place.

The instructions are more than adequate (it literally took about three minutes) and the end results look surprisingly good. The SAM still seems a bit like a breeze block with a keyboard, but now it's a breeze block with a keyboard and a couple of nifty blue slot things on the front. Infinitely preferable. It adds nothing to the size of the computer, and with two drives fitted is a lot less awkward and space-consuming than either the ST or Amiga with a second drive (which comes as a bulky external unit). Of course, that's not really of much relevance to most people, but it does indicate how well thought-out the project is.

Like the 16-bit computers, the SAM uses the (now pretty common) 3.5 inch disks, which when formatted will give a total of 780K per disk – enough room to back up 16 48K games onto one disk! With the Coupé disk drive you not only get to keep your back collection of Speccy games but you get to load them a lot faster and easier too.

DOSsing About

Next you need to load in the DOS (Disk Operating System) disk. Unfortunately, at the moment there's a slight prob with the DOS and the ROM of the Coupé, which results in the computer failing to recognise the DOS and throwing up an Error message on the screen. The manuals on the first batch of computers shipped out contain an extra bit of paper explaining the problem and giving simple instructions for fixing it, but later models will come with a slightly rewritten DOS so everything should work properly.

Basically, when the Error screen does show you simply need to call up the DOS by using the basic command CALL 229385. Unfortunately, although no functions are lost, all the pretty front-end intro stuff (like a decent menu display and so forth) seems to have gone missing, so the presentation is a bit basic and functional. In fact, it's much like the PC's MS-DOS in presentation and operation (if anyone's familiar with that). Commands are typed in, so there's no 16-bit-style mouse-driven icon laziness here (although a mouse does come later). The user manual gives an adequate guide to loading, copying and saving with the drive, but it certainly doesn't address itself to the more technical aspects of disk use.

Most of the commands are straightforward enough though, but I do have one quibble. The wildcard function is, if anything, a little too powerful. For example, a command like ERASE "N" will delete all files beginning with the letter N, which makes it a little easy to wipe away vital files without thinking. It could be argued that deleting unnecessary files can be avoided by simply being more specific in the deleting process (for example by typing ERASE "NORMAN" or whatever) but I'm sure that most computer users, being such lazy oiks, tend to use the shorter (but more dangerous) deleting procedure. I certainly did, until I lost a (luckily non-important) file by mistake.



Here's the basic unit, slotted into the SAM – it fits better than a Twix in a snack gap!

Dumping Ground

Like the previous MGT Speccy drives, the Sam Coupé has a function which allows Speccy 48K games to be dumped onto disk in a fairly straight-forward manner. Unfortunately, I couldn't get this function to operate on our prerelease version, although I am assured by MGT that the one you buy in the shops will work fine. The Coupé drive can also read disks which were written on the other MGT drives, so those owning a DISCiPLE or Plus D drive will be able to use their disks with the Coupé in the Speccy emulation mode. Unfortunately, these disks can only be read – they can't be written to or altered in any way. Presumably, though, those splashing out on two drives will be able to copy them onto a Coupé format disk.

And The Verdict?

The SAM disk drive will retail at £89.95, which will give the two a combined price of just under £260. Considering you could pick up a basic ST for around the same amount, suddenly the SAM doesn't look such great value anymore. Still, there's no reason why you should have to buy them together. You could quite easily soldier on with your Speccy cassette deck until such time as you're feeling a little more flush (or a birthday comes along, whichever is sooner). It's almost inevitable that once you've got your Coupé you'll want to pick up a drive sooner or later, and we can see no conceivable reason why not – it's a neat, slim unit, with bags of potential, and the speed with which it loads games, compared to the Speccy, is truly a joy to behold. Bravo!



And here's Mr Gordon, who's obviously filled one too many of his snack gaps already. Ho ho!

CONTACT BOX

Product: SAM Coupé Disk Drive
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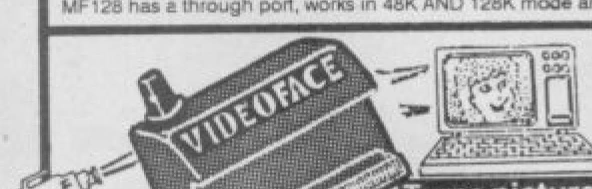
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Rich *Beverly Hills Cop* (the film, that is) is so old now I reckon Eddie Murphy must have been wearing flares at the time. Then again, I'm wearing flares (they're the height of fashion these days, y'know), so who's complaining?

Actually, somebody will be complaining, and unfortunately it might be you, because *BHC* isn't really all that good. As with most film tie-ins, it's very tricky trying to come up with something that both works as a game and bears a reasonable resemblance to the film in question – especially when it's a blooming comedy! At least with *The Untouchables*, *Robocop* and *Batman* there were loads of action sequences which were important parts of the film, and so lent themselves to shoot-'em-up type game sequences – in *Beverly Hills Cop* there were action sequences alright, but who can remember them? No, it's Eddie Murphy's laugh that counted, and how do you reproduce that on a Speccy? This is a classic case of 'attempting too much and so completely naffing everything up in the process'.

You play Eddie's character Axel Foley, a cop in,



Vroom.... Vrooom.... Screetch...... Screeetch.....Sweeerrrvve..... Sweeerrrvve... (Yawn yawn.) Etc.



A quick lesson in killing – 1) Position your cursor over the bloke's head like so; 2) Fire to kill; 3) Scarper!

gameplay. There're also a lot of annoying gripes, like the fact that it's all too easy to become trapped between the baddies and die, but the real problem is 'who remembers this bit from the film?' Not me – wasn't Eddie hanging off the back of a truck for the first ten minutes instead?

In the next game you're on your way home after successfully killing everyone in sight when you catch a glimpse of three vans in the distance.

And so onto the third game. Here you're trying to find your way to Mr Big's mansion. Fortunately, a passing taxi driver lets you into the whereabouts of the hide-out (so it can't really be that much of a secret, can it?) and off you trundle into his grounds. On arrival, you discover that his garden is actually a large maze, heavily guarded by lots more of his heinous minions. This level is severely crap, and and once you've worked out the correct

BEVERLY HILLS Cop

yup you guessed it, Beverly Hills. Load up the game and a digitised piccy of his face greets you with a beepy rendition of that cult classic, *Axel F* (which is really rather good, especially on the 128 version). You can then practice either of the four sub-games, or play the whole thing together as one.

In the first you get to strut your funky firepower in a warehouse. One day, whilst quietly strolling home from a hard day's work at the office, you accidently take a wrong turn and end up by the supposedly disused building where you notice two or three people innocently clambering into a van. Luckily you're pretty quick on the uptake, and conclude that these people are, in fact, working for the notorious Mr Big and are pulling off a major arms scandal! The background scrolls nicely as you walk through the warehouse killing anyone who gets in your way and attempting to reach the dispatch bay to prevent any more shipments leaving. Unfortunately though, everyone is less than helpful, shooting at you from all directions. Pieces of killer cheese also roll towards you, as well as exploding sticks of rhubarb which fly at your head. *(Are you sure about this? Ed)* Well, that's what it looks like.

This bit of the game is really a tad boring due to the lack of variety in the background and the

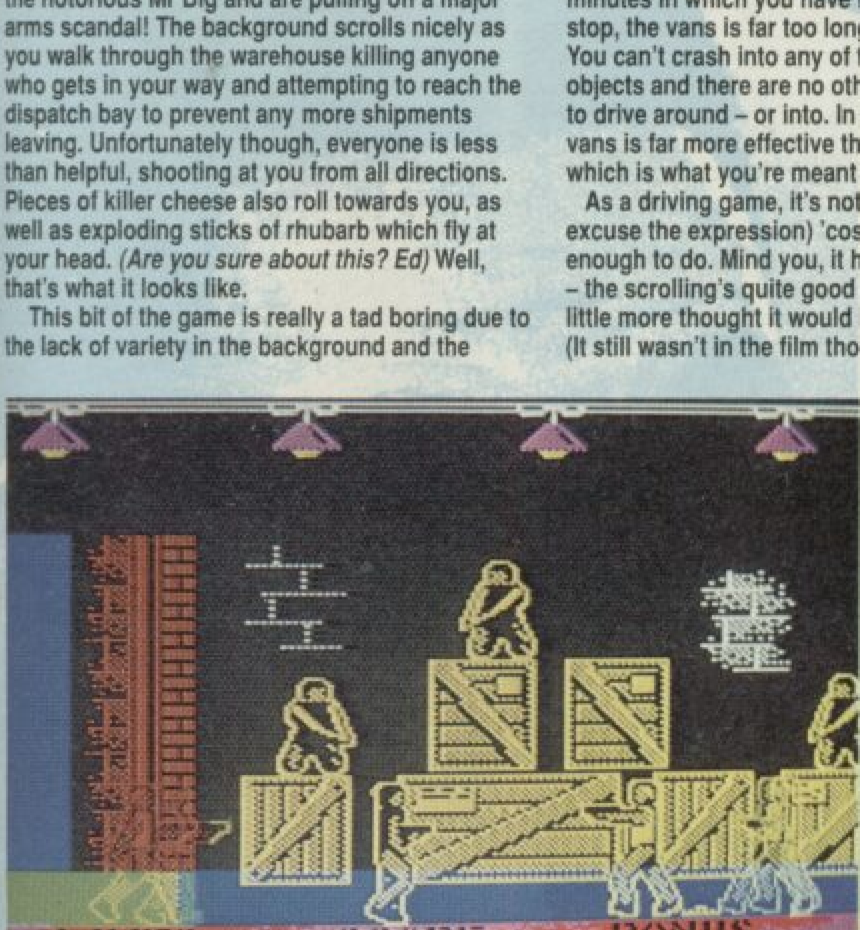
Realising that they're crammed to the brim with weapons, you put your foot full-down on the accelerator and speed off to stop them. Basically this all boils down to an excuse for a car chase, although not a particularly inspiring one. The five minutes in which you have to catch up with, and stop, the vans is far too long and lacking in action. You can't crash into any of the few roadside objects and there are no other vehicles or anything to drive around – or into. In fact, crashing into the vans is far more effective than shooting at them, which is what you're meant to do!

As a driving game, it's not much cop (if you'll excuse the expression) 'cos there isn't really enough to do. Mind you, it has got its good points – the scrolling's quite good and fast, but with a little more thought it would have been much better. (It still wasn't in the film though.)

route to take you'll have no probs completing it. The screen scrolls along in awful great jumps and the men are really easy to bump off. But it does have one saving grace! I can actually remember this bit from the film (more or less)!

And in the last game, well, you get completely lost scuttling around the mansion. Arriving at Big's front door, you find a note informing you that he's planning to blow up his house, with everybody in it including an innocent hostage. Concluding that he has gone completely mad, you smartly decide the only solution is to kill him, rescue the hostage and escape before the bomb goes off. You charge around the building, everything viewed from the front, while baddies leap out at you from all directions, your best bet being to position your cursor on their heads and fire. I have to admit, this bit's in the film too. It's also quite good – very fast and packed with more action than the rest put together. Hurrah!

So, seeing how the movie was so good *Beverly Hills Cop* is a bit of a let-down. On the plus side, you've got four very different games here, catering for a variety of tastes, and linked together quite well. On the minus, it's all got that very rushed, unfinished 'budgety' feel to it (even though it can't have been rushed, because they've been harping on about it for ages). But, worst of all, there's simply too much of it that has zilcho to do with the film. What a disappointment.



Yikes! I'm surrounded! Those guys seem to be pointing their guns directly at my head, and the other 's about to lob some exploding rhubarb at me. Help!

finalverdict

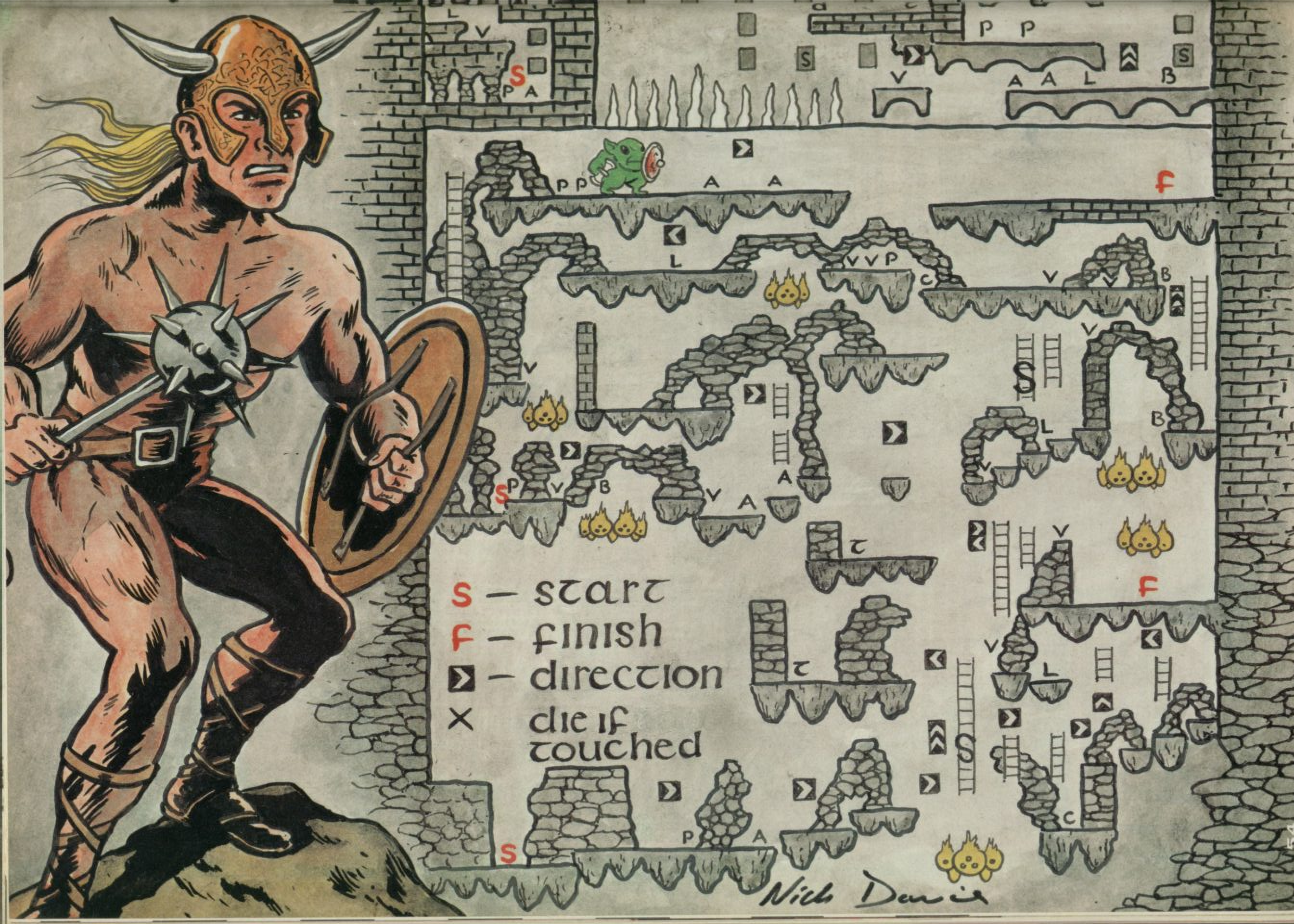
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
40°	59°	61°	68°

DIAGNOSIS

A fairly naff film conversion – none of the sub-games are any good, and there's not a trace of humour to be seen.

80 60 40 20

62°


S – start
F – finish
– direction
× die if touched
Nick Davis


BLACK TIGER
Key
p pots
B blob
A axeman
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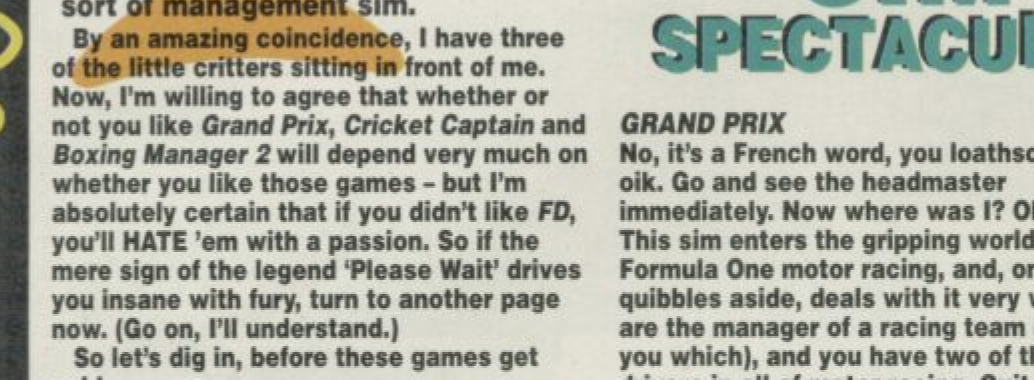
D&H/£9.99 cass (each game)



Marcus Bored with *Football Director*? I know it's hard to imagine anyone getting bored with the best of all footie management sims (I still think it's streets ahead of *FD II*), but you never know, it's possible. All well and good then that those sim-freaks at D&H (which stands for De Salis & Huggard, triv fans) are in the process of turning virtually every other imaginable sport into the same sort of management sim.

By an amazing coincidence, I have three of the little critters sitting in front of me. Now, I'm willing to agree that whether or not you like *Grand Prix*, *Cricket Captain* and *Boxing Manager 2* will depend very much on whether you like those games – but I'm absolutely certain that if you didn't like *FD*, you'll HATE 'em with a passion. So if the mere sign of the legend 'Please Wait' drives you insane with fury, turn to another page now. (Go on, I'll understand.)

So let's dig in, before these games get cold.



GRAND PRIX

No, it's a French word, you loathsome little oik. Go and see the headmaster immediately. Now where was I? Oh yes. This sim enters the gripping world of Formula One motor racing, and, one or two quibbles aside, deals with it very well. You are the manager of a racing team (it's up to you which), and you have two of the worst drivers in all of motor racing. Quite what it takes to improve your lot (your car's rubbish too) I haven't yet worked out, but you can be sure I will – even if it takes me months. There are the usual D&H features – a main menu which connects lots of other menus, on which you



"'Ere, John, gorra new motor?" Well, as a matter of fact, no. Which is probably why it's 15 laps behind Nelson Piquet's.

manipulate the various factors that will help you win the race – or, in my case, come last. Just to make it more humiliating, there's a slightly crude graphic representation of the race, with all the cars going incredibly fast except for yours, which poodle around like C5s. There are trillions of factors, including pitstops (can you keep yours to a minimum, and will it make any difference if you do?), crashes, hirings and firings, sponsors and loads more. Hints and tips on this monster will be more than welcome in *The Clinic*.

VERDICT

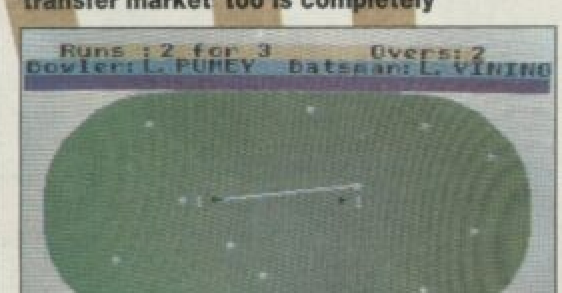
A tad primitive to look at of course, but the management stuff is spot-on. Worth your readies.

90	30	85	78

85

CRICKET CAPTAIN

This, though, is another kettle of halibut entirely. While *Grand Prix* is broadly accurate (or at least accurate enough to stop you blanching at every inaccuracy), *Cricket Captain* is all over the place. It's pretty clear here that no-one knows too much about the game beyond the most basic there's-this-geezer-with-the-bat-and-there's-this-geezer-with-the-ball. Otherwise how could you explain the way the best bowlers are always the best batsmen, something that doesn't happen more than once a generation in real life? In choosing the statistics to hone in on, the writers have fundamentally misunderstood the appeal of cricket, and perhaps more important the appeal of the statistics themselves. The whole notion of the 'transfer market' too is completely



The view from a plush penthouse overlooking Lords or just a crap cricket management sim? Mmm, right first time.

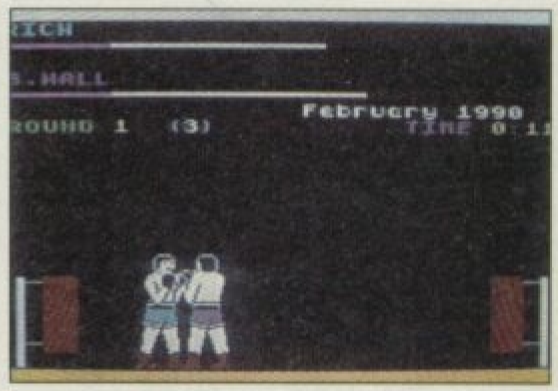
inaccurate. And most frustrating of all, each team is full of those randomly generated names we all remember from *Football Director II* – W Bukby, J Lijten and so forth. I recognise that it's probably harder to do a decent cricket sim than any other – no-one has come even close on any computer – but this is well below D&H's usual high standards.

VERDICT

Ridiculously poor – programmed by people who haven't a clue what they're talking about.

35	12	25	40

38



Biff! Baff! Thock!! Oooh, you brute, what an absolutely *darling* pair of gloves!!!

BOXING MANAGER 2

This update of last year's rather dreary *Boxing Manager 1* adds a spanking new graphic element in that, yes, you do actually fight. This will probably be bad news for anyone who doesn't care for actually fighting, but then anyone who is down on violence is hardly going to be buying a boxing game, are they? Still, it's all here, in the usual D&H style. You can go for the WBC Championship, for the WBA *(What've West Bromwich Albion got to do with this? Ed)* or even the IBF. You can fix a fight, take a dive, even do TV interviews (although not, sadly, with 'Arry). I am perhaps less drawn to the idea of this one than the other two (which may have been why I left it 'til last), but it's a well-proportioned game nonetheless, with probably little, if any, regard for accuracy. Still, there's a strong sense of atmosphere, even if no-one ever seems to be pummelled à la Mike Tyson and put in hospital (now *there's* realism!). Rampant pugilists should lap it up.

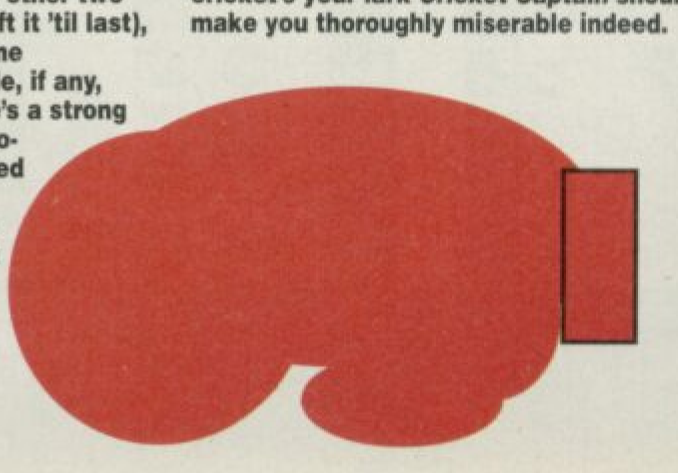
VERDICT

Hardly the most accurate management sim, but with enough atmosphere and playability to keep you happy.

70	54	60	66

65

A mixed bag, but then they have all been released separately so it's a bit mean to group them together. *Grand Prix* performs best as a management sim – it's a bit of a cracker in fact. But as for the other two, well, if boxing's you lark then *Boxing Manager 2* should keep you happy, and if cricket's your lark *Cricket Captain* should make you thoroughly miserable indeed.





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YS ADVE

"Merry Xmas," says **Bob McDonald**, who works for British Rail. That explains the late arrival of his greeting, I suppose. No, just joking, he did send his letter on time but there's been no room to mention it 'til now. Bob's been playing ye olde *Throne Of Fire* (which sounds painful), and he's getting on quite well considering his copy came without any instructions. If any kind-hearted readers can help with those then write to Bob at 1 Ascot Road, Kippax, Leeds LS25 7HT.

Dennis Francombe is a wise man. He must be, as he bought a copy of my book (*Adventures On The Spectrum*, still available, folks... see January issue for details!). As well as that he sent me some info that should be of help to Vic Bell, who was struggling with an alley cat in *The Great Peepingham Train Robbery*. Dennis says that my own advice was incomplete – "Pegging the nose will enable you to investigate smelly dustbins, but to avoid attacks by hungry cats you must be carrying the opened tin of sardines. This sly ploy will then enable you to get the cheese that is so vital to further progress later in the game." Thank you, Dennis. Now get back to reading my book. (Did I say it only costs £4.95?)

Ben is a good first name, isn't it? Unless your surname's Dover, I suppose. But this Ben is **Ben Benson**, of Okehampton, who asked when *Bard's Tale 2* might be out on the Spectrum. Electronic Arts told me it wasn't scheduled yet which could mean anything, but don't hold your breath waiting.

Ben's read somewhere that in order to catch the stag in *Labours Of Hercules* you have to climb a tree. So he's climbed a tree, but no stag appears underneath. First, are you climbing the right tree? It's the one where the grass is well-grazed (hint hint). Then when you're up there try typing HELP and then be patient and WAIT–WAIT–WAIT. In *The Serf's Tale* how do you get the scarab without getting killed? Do you have to place something else on the pedestal? Yup, and the command you need is SGGE ECALP. Finally Ben asks for some general help on that recent Cover Tape game, *Heroes Of Karn*. Most important is that you can't do everything yourself so you often have to ask one of your companions. You can also get a solution to that game by sending me an sae and marking it '*Heroes Of Karn Freebie*'.

If you want help on *The Vera Cruz Affair* send your saes to 104 The Drive, Rochford, Essex SS4 1QQ. That's the address for a bunch of loonies who call themselves **The Masters Of The Unhuman Eliminators Group**, otherwise known as **Elchraken** and **Eurasmik**. Yes, well, despite that they've managed to sort out *Vera* and claim a mention in the *YS* Hall Of Fame. There, you've just had it. General advice they give is that people change their statements depending on how much evidence you've found; Gilles and Philippe are brothers; get evidence

First up, there's news of a new adventure club which has been started by some quite well-known names, Nik Wild and Rob Steel. They've written in the past for mags like *Zzap* and *The Games Machine*, and have now got together to set up Inter-Action, which is going to be a club for adventure, RPG and computer strategy players. There's a bi-monthly A5 dossier of at least 50 pages, produced using DTP, called *Harlequin And Steel* – and the first issue does look pretty smart. There's a great bias towards the 16-bit machines, but no doubt if enough Spectrum folk join the club they'll have to change that.

In addition to the mag there's a telephone helpline open Monday to Friday from 5 to 7pm, and a regular newsletter inbetween dossiers. They also say they will listen to and act upon members' suggestions (if they can be performed without personal injury) as to what's wanted in the club. A year's subscription will work out at 15 smackeroonies, but if you want further info before parting with the hard-earned stuff then just ring Nik Wild on 0584 74250 or write with an sae to Inter-Action, The Cottage, Ashford Carbonell, Ludlow, Shropshire SY8 4DB.

Zenobi Software's now releasing adventures faster than I can review them, and two of the latest are *The Slaughter Caves* and *Crack City*. The first is by Mike Jessop and is yet another foray into dark caves and twisty passageways, although I think there's always room for another game along those lines if it's a good 'un. Zenobi's usually are. This promises demons, spiders, gladiators and the ultimate battle with a dragon. Now where have I seen that before?

Then there's *Crack City*, which I must review soon and I'll tell you why. Author Garry Cappucinni first sent me his game some time ago, and I sent it back – not because it wasn't good enough, but because it was so darned good I suggested he tried to find a commercial publisher for it. So he did – and Zenobi Software took it up, sensibly changing the name along the way. Garry had called it *Snap!*, the first in a trilogy named *Snap, Crackle And Pop*. Now it's the more exciting *Crack City* in *The Snow Dogs Trilogy*. It's a very impressive game too, and although it's written using *PAWS* I have no idea how Garry's achieved some of the miraculous graphics effects.

The games cost £2.49 each, from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

NTURES

by MIKE GERRARD





from everyone you can (you don't say?!); Phil stands for Philibert; and Blanc Gilles smokes Rothmans (GOVERNMENT HEALTH WARNING – PLAYING ADVENTURE GAMES CAN SERIOUSLY DAMAGE YOUR BRAIN. JUST ASK ELCHRAKEN AND EURASMIK).

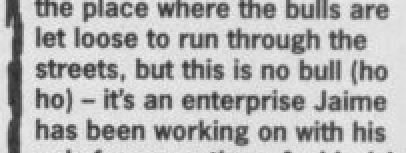
Playing certain adventures can also turn you into a pervert, as has happened to **David Aitken** who claims to live on Mars. Honestly, the weirdos who read *YS*. David recommends trying the following inputs – EXAMINE TOILET, KICK TOILET, SHOUT and WIPE BUM. "Oh yes," he says, "I mean in *Behind Closed Doors*." I'm glad you told me. They got me nowhere in *Lord Of The Rings*.

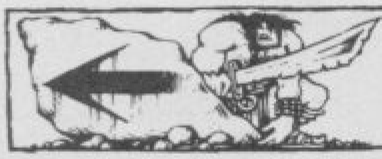
Susan Kay is lucky, she says, and not just because she lives in Hull. She's one of the fortunate few who got a Cover Tape with extra adventures on it with the December issue of *YS*. One of the these was *Warlord*, and Susan offers a few helpful hints – before going up the mountain go east and free the hare; ravens like acorns; don't get the salt the first time you see it; get some shut-eye at the lake; and peaceful means are not the answer to get past the bear.

Matthew Hales of Stowmarket sends in a few tips on *The Jade Stone*, which is jolly decent of him, dontcha think? He suggests you buy some meat at the butchers, though you won't need it 'til Part Two. When in the temple PRAY. (Gosh, I'd *never* have thought of that!) To mend the old woman's shawl, RIAHC EHT NI TIS in your bedroom to find something of use. You'll also need to buy something from the pedlar. And what to

Larry Horsfield is another good adventure writer, and his game *Magnetic Moon* wasn't half bad. The follow-up is out now, and I'll be looking for space to review it soon. It's called *Starship Quest*, and it also begins on the same Stellar Queen spacecraft... though I dare say you don't stay there for long. There are 48K and much-expanded 128K versions, and Larry tells me that the 128K version of *Magnetic Moon* outsold the 48K one so there must be quite a few adventurers out there with big ones. Both versions cost £2.50, but buy both together and you can have them for £4.50. Send the dosh to 40 Harvey Gardens, London SE7 8AJ.

***YS* is popular in Spain, as I know from all the mail I get, and quite a few things are happening there on the adventure scene. There was recently a competition to find the best new adventure game, with a prize of 250,000 pesetas, or £1,250! Gee willikins. Pity the closing date was the 31st of December. Then there's a new adventure fanzine – and this one's in Spanish, folks, so if you're reading this in Spain then get writing to the editor for details. This noble person is Jaime Cristobal Urbicain, and he lives at Avda Sancho El Fuerte 24-B, 10-B, 31007 Pamplona, Spain. Pamplona's the place where the bulls are let loose to run through the streets, but this is no bull (ho ho) – it's an enterprise Jaime has been working on with his pals for some time. And I wish him the best of luck.**





PUZZLED!

do when Carmon follows you into the bedroom and suggests a bit of rumpy-pumpy? (Well, not in quite those words but we know what he means.) SAY "NO"! He'll eventually give you something much more useful.

Off on an epic trek in Mastertronic's *Sinbad* is a certain **Mr W Payne** of Basingstoke, but he cannae find a key to open the oak door with. Ah, well that's because he needs a genial genie! All you need to do is type NAMAHS to summon the genie, and then EXA HTIW PMAL KAERB to get the key.

Edward Burcher lives in Harrogate, where there seem to be lots of Retarded Creatures and Caverns about. Or is he just playing the Zenobi Megagame of the same name? His main problem is not knowing what to do when he's climbed into the pouch. Try to TSAE LEEF. How to get the box from the eagle? You must unlock the padlock with... something you get from inside the pouch!

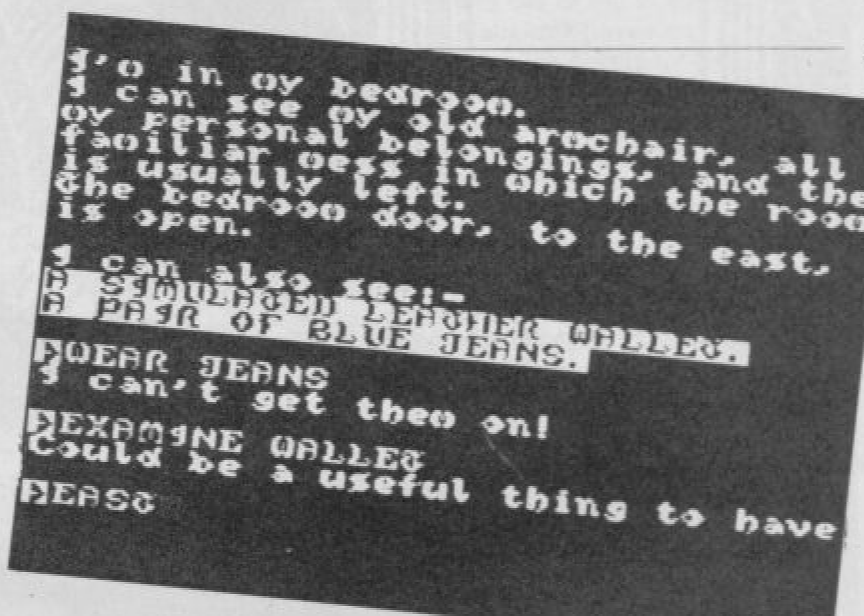
Finally, let's descend to toilet level again. How do you light the gas produced by... erm, produced by... well, produced by yourself in *Behind Closed Doors III*? First you have to crack the toilet bowl, as it wouldn't be a good idea to light it while it's still in the bowl and you're sitting over it. The felt-tip pen comes in useful for marking the spot. And if you roll up the newspaper you should be able to reach something to hit the bowl with. Edward also wants to know why the editor doesn't give me more pages. That's a jolly good question, and one I'd ask if I hadn't just run out of space. Curses, foiled again!

An obvious title for an adventure, and a bit of an obvious adventure too, but still quite fun for all that. There's a nice loading screen, which always gets a game off to a good start for me. It shows a half-finished jigsaw puzzle with the sign of the quaintly-named Dog And Rat pub flashing at you (so to speak). Ah-ha, then when the credits come up you see why it's good – it's by Shaun McClure, whose work always stands out from the crowd.

The game itself is a first attempt by Tony Marsh and Jackie Skinner, a text-only *Quill*'d effort that, to be honest, could have been written any time in the last six years with its two-word inputs. You know the style – GET KEY, EXAMINE KEY, UNLOCK DOOR, OPEN DOOR, WEST.

"I've just had a terrible nightmare!" it begins. Nope, it's not that you've missed an issue of *YS*, just that you've been dreaming of a huge jigsaw puzzle with six pieces missing, and the only way to escape the nightmare is, of course, to find those pieces and unlock the jigsaw's secret. If the secret is the opening hours of the Dog And Rat then I'm all in favour. So you start by getting out of your sweat-drenched bed and discover that you're wearing a watch and a pair of wet jim-jams. Let's hope it's just sweat. The hands on the watch aren't moving, so time is standing still, which makes a pleasant change in an adventure game.

Before leaving the bedroom you must look everywhere, even under objects that aren't mentioned in the description but you might expect to find in a bedroom. Sneaky. There's a letter that tells you your cashcard number, and you're then advised to destroy the letter. Righty-ho, DESTROY LETTER. Nope, you can't do



that. TEAR LETTER? RIP LETTER? EAT LETTER? Nope, non comprendez. CUT LETTER? "With what?" Ah-ha!

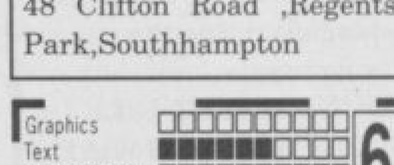
There are a few other tiny parsing faults, like when you find 'a piece of jigsaw' and you can't GET PIECE but must GET JIGSAW, that type of thing. Still, when you do find a piece there's a little trill from your Spectrum and 15% on your score. The first two bits are fairly easy to find, and it's a game best suited to beginners. I like the dream-like nature of it all – you can take an elevator to heaven or suddenly find a cash dispenser at the end of a narrow chamber hidden somewhere in your house.

If you're the type who's played a few dozen adventures you should have no trouble polishing off *Puzzled!* over the course of an evening or two – and enjoying it. Newcomers should like it even more, but remember that the order in which you do things is important, so roam around a bit first, make a map, find all the objects you can but don't carry them with you, just make a note of where they are. Then you should be able to start to piece together where the puzzles are, and which objects might help you solve them. End of tips for beginners.

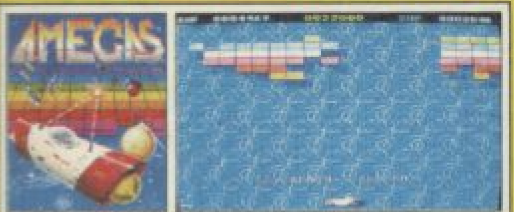
If you like your adventures to be state-of-the-art then this ain't that, but it's still well put together and entertains while it lasts. Worth your attention, munchkins.

Title......................*Puzzled*
Price..........................£1.99
Publisher.......Tony Marsh 48 Clifton Road ,Regents Park,Southhampton

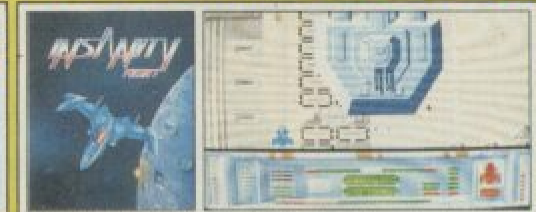
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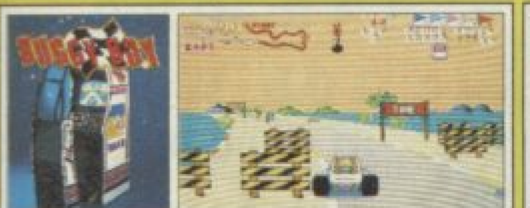
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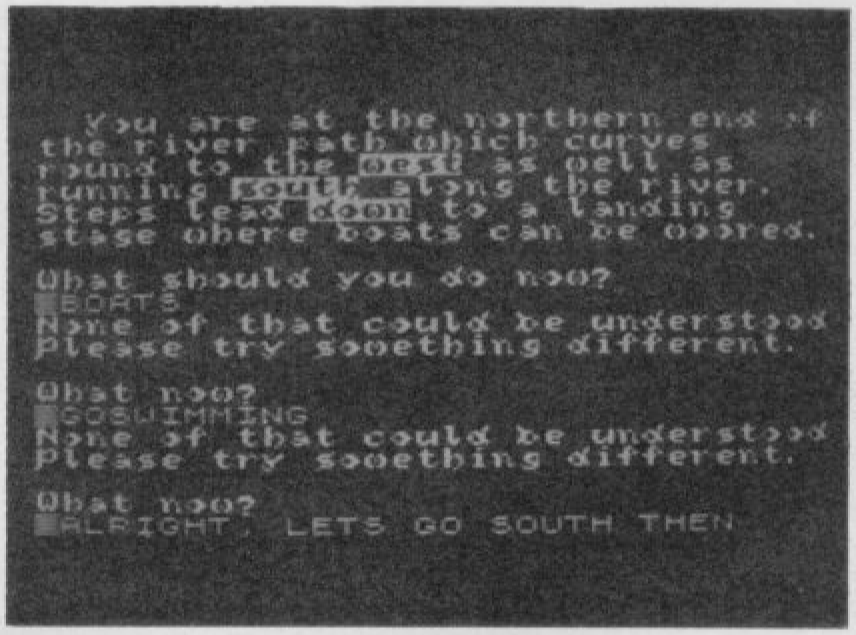
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If so, which one do you own? ....



THE PLAGUES OF EGYPT

"See the pyramids across the Nile..." Ah, they don't write songs like that anymore. But enough of this reminiscing, here's a two-part text-only *PAW*'d adventure, though that versatile utility hasn't been employed to the full. The author's certainly used his imagination however, as he's set this game in ancient Egypt and filled it full of convincing background detail.

A bit more thought should have gone into the packaging, as there's nothing other than loading instructions, although the VOCAB command within the game gives you a list of verbs you might try. I'd have liked to know, for example, what the format of the TALK TO command was, and also whether there was a RAM SAVE feature. The various inputs I tried only produced a save-to-tape.



The Plagues Of Egypt

The game itself takes about 40 days and 40 nights to load, but when it does you find yourself staring at one of those hard-to-read olde worlde fonts. You also discover that you're floating on the River Nile in a basket, and you're a baby. Goo-goo. Oops, one intro screen later and you've grown up to become an Egyptian prince – trouble is you decide you're not cut out for the job. That reminds me of a joke but we'd better not repeat it here.

Into the game proper and you're standing on the river bank. Fine, I always fancied visiting Egypt, but what am I meant to be doing? Never mind, adventures are where you find it, so let's go look for some. First we find that the vocabulary's a bit limited. You've an ID card in your pocket (in ancient Egypt?), but you can't read it or examine it. You can't EXAMINE NOTICE BOARD or READ BOARD, you can only READ NOTICE BOARD, that kind of thing.

The Plagues Of Egypt is not the type of game in which you move two locations in any direction and come across a problem. You can wander around a great deal at the start, but eventually you should get back to your own room in the palace and discover just what the adventure's all about. And, lo and behold, you realise that you're not a true Egyptian at all, but "part of the Hebrew nation chosen by God to perform a special mission. You feel that you have some part in freeing them from their present hideous existence".

That existence is all around you, everywhere you look, and the author misses no opportunity to spell it out – "You are at the southern edge of the main Egyptian town of Memphis. There are many exciting shops here full of luxury items which most Egyptians can afford to buy as a result of profits made from the exploitation of the Hebrew people." If you get across the River Nile on the regular ferry service you see more exploitation, as the Hebrew slaves are badly mistreated while forced to build yet more Egyptian temples.

The atmosphere's good, you really feel you're there, and you also get quite involved in the plight of the downtrodden people. It's refreshing to find an adventure that attempts to deal with a real problem rather than just let you amass treasure or commit GBH on dragons.

The trouble is the adventure itself isn't very well designed. You spend far too long looking for something to do, and then when you do you have to trek back and forth across vast distances to try to sort things out. It's like finding a bronze key and consulting your map to discover that the bronze door is 837 locations away.

With a bit of play-testing by avid adventurers, this could have turned into a terrific little game. I wanted to like it more (honest), and it's still better than a bite on the bum from a plague of locusts, but basically a standard no-frills and few-thrills game.

FAX BOX
Title .... *The Plagues Of Egypt*
Price £2.50
Publisher......Michael Young, 40a Carnarvon Rd, London E18 2NU





KIND SOULS

Blimey, it's bulging again: My Kind Souls file, that is, just bulging with people anxious to claim their moment of fame and also help out others in distress.

Like **DA Ryals** of 29 Dent Drive, Eastmoor Estate, Wakefield, West Yorkshire WF1 4JG. He says, "Please don't scrap this section as I think it helps people out one hell of a lot." Okey-dokey, willco, roger and out. DA has solved a few titles I've not come across before, like *Operation Colossus*, *Atlass Assignment*, *Lost City* and *Seven Parchments Of Kandos*. Send an sae for help on these or any of the following – *Spell Of Christmas Ice*, *Excalibur*, *Ransom*, *Behind Closed Doors I/II/III*, *Ludoids* (most parts), *Gordello Incident*, *Escape*, *The Island*, *The Prisoner*, *Village II*, *The Hobbit*, *Inca Curse*, *Ship Of Doom*, *Planet Of Death*, *Journey's End*, *Golden Eggcup*, *Red Door*, *Mystery Of The Indus Valley*, *Smashed*, *Deadenders*, *Robocity*, *Knightmare*, *The Realm*, *Colour Of Magic*, *Big Sleaze*, *Mindshadow*, *Danger Mouse*, *Damned Forest*, *Portals Of P'Thaal*, *Grange Hill*, *Holy Grail*, *See-Ka Of Assiah*, *Sinbad*, *Demon Knight*, *Majik*, *Invincible Island*, *Rigel's Revenge*, *Mountains Of Ket*, *Werewolf Simulator*, *Legacy For Alaric*, *Retarded Creatures And Caverns*, *Dr Goo And The Samarons*, *The Never Ending Story*, *Everyday Tale Of A Seeker Of Gold*, *Matt Lucas*, *Loads Of Midnight*, *Rifts Of Time*, *The Beast*, *Gnome Ranger*, *Mafia Contract II*, *Bored Of The Rings*, *Spy Trek*, *Urban Upstart*, *Devil's Island*, *Castle Blackstar*, *Temple Terror*, *Doomsday Papers*, *The Pawn*, *Kobyashi Naru*, *Ruby Runaround*, *Questprobe III*, *Double Agent*, *Terrors Of Trantoss*, *Escape From Time*, *Dark Night Sky*, *Balrog And The Cat*, *Temple Of Vran*, *Final Mission*, *Bulbo And The Lizard King*, *Aftermath*, *Spoof*, *Hit*, *Alien Research Centre*, *Lightmare*, *Malice In Blunderland*, *Lifeterm*, *Snow Queen*, *Rebel Planet*, *Valhalla*, *Jewels Of Babylon*, *Fuddo And Slam*, *Secret Of Little Hodcome*, *The 'O' Zone*, *Golden Mask*, *Forest At World's End*, *Warlord*, *Demon From The Darkside*, *Heroes Of Karn* and *Play It Again, Sam*.

Nicola Hughes of 14 Wortham Place, Haverhill, Suffolk CB9 0HP asks people to send her an sae plus their questions, or 10p if you want a photocopy of a full solution. Sounds cheap at the price. The games solved include some arcadey-type adventures, but so what – *Wolfman*, *Knightmare*, *Dizzy*, *Trapdoor*, *Escape*, *Red Door*, *Ghost Hunters*, *Knight Tyme*, *Mountains Of Ket*, *Temple Of Vran* and *Final Mission*.

Send your questions to the newly typewriter'd **Ben Benson**, at The Rectory, Petrockstowe, North Devon, on *Bored Of The Rings*, *Shadows Of Mordor*, *Rigel's Revenge*, *Custerd's Quest*, *Quest For The Golden Eggcup*, *Red Door* and *Jewels Of Babylon*.

Phew, well, I've still got a few mega-lists to squeeze in from clever clogs like Stephen Tellam and Anthony Melville, but at least I'm not bulging quite so much as I was. What a relief.

WANNA SEE MY TIPS?

Okay, Spec-chums and Spec-chumettes, if you haven't solved our Cover Tape giveaway game *Red Door* yet then you're obviously in need of some help. So here are some clues to help the brain-damaged amongst you get a tidgy bit further into this tip-top Tartan treasure.

What to do when you open the case and the mummy pulls you in? TAKE SHROUD. TAKE TOKEN. INSERT TOKEN. WAVE ROD. INSERT TOKEN. DROP ROD. How to catch the snake? PLAY PIPE WHILE CARRYING BASKET. THEN TAKE CHARM AND DROP BASKET. How to find out what to do to Anubis? GIVE RUNES TO SOOTHSAYER. What to do at the haystack? EXAMINE HAYSTACK. TAKE NEEDLE. TAKE HAY. SOUTH. FEED COW. TAKE COIN. What to do in the room with the down? EXAMINE DOWN. EXAMINE FLUFF. TAKE RUBY. What to give the concubine? THE RUBY AND THE COIN. How to make the Sphinx smile? TELL JOKE (like 'What's got four legs and one arm? A rottweiler.'). How to get the bandages? CUT SHROUD FROM SPHINX. What to put in the jug? EMBALMING FLUID. Where to get a thread for the needle? EXAMINE GARDEN THEN EXAMINE MULBERRY. What to do with the cloth of gold? EXAMINE IT, CUT IT THEN SEW IT.

CARAMBA! IT'S THE COUPON CORNER!

Big changes are afoot in my little adventure domain. Not merely am I going to change my socks and don my summer underpants this month, I've decided to alter the way I do the special offer coupons, which have fast become an essential, exclusive and incredibly popular part of the adventure pages. Instead of making you wait six months and then jamming 93 coupons onto one page I'll do my best to bring you one special offer every month from here on in – unless I forget, of course, or there's no room, or I simply can't be bothered.

To set the ball rolling – and what could be better than a rolling ball – I've got the best special offer in the history of special offers. It's an exclusive tape which Zenobi Software and myself have put together especially for you, called *Mike Gerrard's Best Of The Indies*. It's so good I feel like buying it myself (even if I have already got all the games on it). And what a collection! It really is my own specially-chosen selection, showcasing the range of great games put out by the best indie authors like Linda Wright, Tom Frost, John Wilson, Jack Lockerby and Terry Taylor.

There are six adventures on the tape, including one two-parter, one *YS* Megagame and several that got 8/10 in the old markeroonies department. What more could you ask for? I know – a cheap price. How about £3.99? For that measly amount you get *Domes Of Sha*, *Labours Of Hercules*, *Double Agent*, *Cloud 99*, *The Secret Of Little Hodcome* and *Retarded Creatures And Caverns*. You won't find the tape on sale anywhere else, so no need to look, and I can plug it with an easy conscience as I'm not collecting any royalties from it. Sudden thinks – suppose it sells a million? Whaaa!!

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To: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.
Please send me *Mike Gerrard's Best Of The Indies* for my 'umble Speccy at the equally 'umble price of £3.99, as available ONLY in the sacred pages of *Your Sinclair*.

EXTRA SNIPPET

If you saw January's issue you may have noticed an offer on *The Hermitage*. You may also have noticed that someone somewhere in the *YS* control tower made a boo-boo, and forgot to put the address on the coupon. I shall name no names, but he knows who he is. So apologies to Tony Collins, who published the game, and whose address is 760 Tyburn Road, Erdington, Birmingham B24 9NX. January's coupons are still valid, or you can just write to Tony, stating which version you want and enclosing £1.49 plus a C15 tape for the 48K version, £2.49 plus a C60 tape for the 128K tape version, and £2.49 plus a blank formatted +3 disk for the +3 disk version with graphics.

And if that's not all, he who knows who he is also went and knocked off the ratings box on last month's *Agatha's Folly*! The game's by Zenobi (you all know the address), it costs £2.99 and here's the ratings box.

Graphics
Text
Value forMoney
Personal Rating
8

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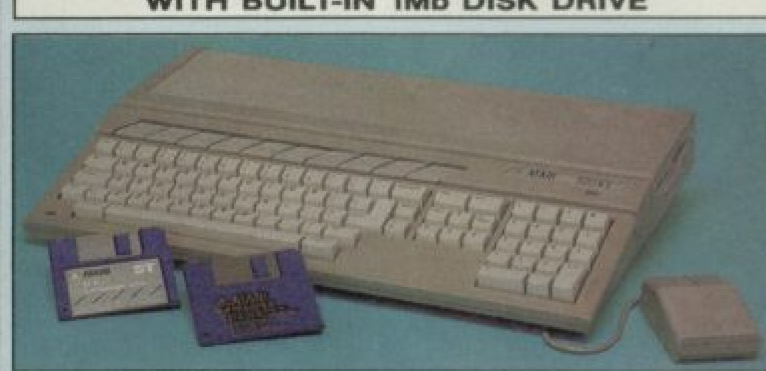
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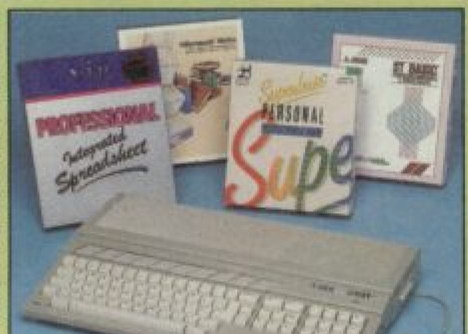
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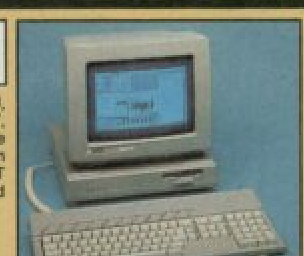
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IMPOSSAMOLE



Is it a bird? Is it a plane? Is it a small furry creature wearing a silly suit?! Yes, it's *Sean Kelly*, waddling down into his burrow with a preview copy of Gremlin's new Monty game gripped firmly in his paw. Let's follow him, shall we?

Me and Monty Mole

Crikey O'Riley! Doesn't time fly? When the first Monty game appeared (back in '84, I think) I'd just got my first Speccy, and was still trying to impress my parents with dumb biorhythm programs. What a waste of time that was! Boring, boring, boring... "Time to invest in a few games," I thought, and trotted down the shops to eventually pick out *Jet Set Willy* and ... *Wanted: Monty Mole*! This was the start of something big!

Ah, what a game that first Monty was! I had nightmares about how to complete the blooming thing, it totally ruined my social life. It took me months to complete it but I eventually did. Freedom at last! Then *Monty Is Innocent* hit the shops – and I was hooked all over again! This continued right through '85 and '86 as Monty Mole, in his various incarnations, became a pretty permanent fixture in my life, right up until '87 when the last game, *Auf Wiedersehen Monty*, appeared, reportedly the last in the series. It was like saying goodbye to an old friend (snif).

So what happened? Did Gremlin just lose interest? Was the gaming climate no longer quite right for someone like Monty? I don't know, probably a bit of both. In fact, I'd almost forgotten about my insectivorous chum until Gremlin boss Ian Stewart started making noises about a new-look Moley some time last year. Monty was back! Hurrah!

What's it all about, Monty?

So how's this new one different from the old Monty Mole games, eh? Well, Gremlin decided the most important thing was to try to bring the Monty character a bit more into line with the 1990s, and that meant bigger sprites, giant end-of-level monsters and a lot more combat moves. The old mole could only really run, jump, collect coins and, um, that was it. The new one can now kick, shoot and pick up extra weapons too! Coo-wee! To go with these new abilities, a new, slightly tougher look was decided on – hence the muscles, the superhero suit, the slightly piggy face and so on. Don't fret though – he's still the same old Monty Mole (and the same complete klutz)!

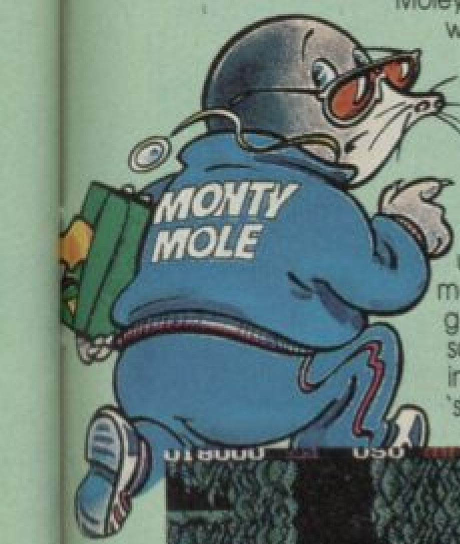
Plot-wise the new Monty is a bit less 'salt of the earth' than last time too. He starts off as a retired mole now, lazing the days away on his Greek island (bought with the proceeds from his earlier adventures). But not for long! All of a sudden a mystical voice summons him to dispose of 'The Five Guardians' – in fact, it gives him a choice between that and being turned into mole steaklets. "Eeny meany miney mo," thinks Monty. "I think I'll dispose of the five Guardians actually," and he's off. Quite a sensible choice, really.

Each Guardian (which is Mole-ese for 'end-of-level baddy') lives on a separate level, making five levels in all, and adding up to over a hundred screens of action. Unusually, the first four can be played in any order, but must all be completed before you can have a go at the fifth. Here's how you do it...

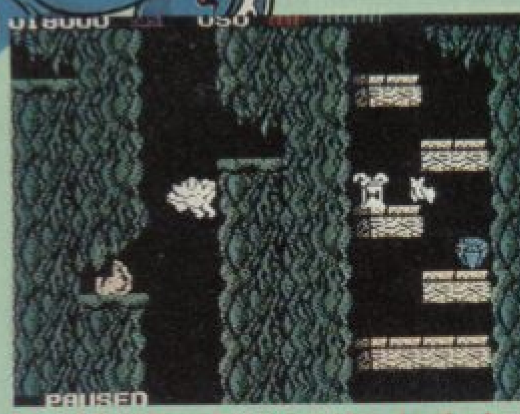
CollectaMole

On each level there are trillions of objects to collect. Lots of them are coins (which you can spend in the shops – see later on) but there are also weapons, cans of worms (!) which replenish Monty's energy level, and diaries to give extra lives. Pints of beer regularly crop up too – if Monty finds one, the amount of energy he is able to have at any point increases. "Why?" I hear you ask. Well, the energy is indicated on a long energy bar, and the pint gives a 'bar extension'. (Ho ho ho. What a

crap pun!) In addition, there are four bonus objects to collect on each level which I'll describe as we go through the game (these aren't necessary to complete the game, but do boost your score by a fair chunk).



Moley is initially armed with a pretty nifty kick, but other weapons (like bombs, guns and lasers) are lying around about the place, just waiting to be picked up. All are easily upgradable as you move through the game by collecting soup cans, each increasing the mole's 'soup level' from 'one can' right up to three. It all depends on how 'souped up' Monty is! (Aaargh! It's another crap pun, but, to be honest, the game is full of them!)



Free-fall Mole! Monty tries to grab a bag of gold as he descends down yet another perilous mine shaft.

Finally, there are the shops. Occasionally – at least once on every level – a shopkeeper will appear (a bit like that bloke used to do in *Mr Ben*, actually). Follow him into his emporium and you get a chance to swop the coins you've collected for more guns, worm cans, soup and so on. It's just like the shop sequence you get in a lot of current Japanese coin-ops, in fact.

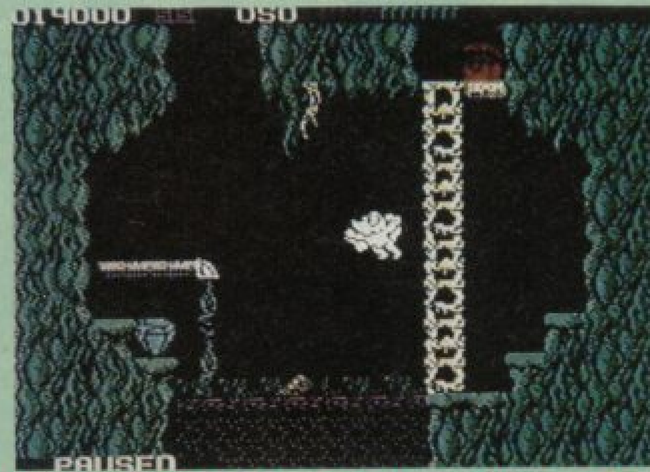
Monty Mole – The Levels

Impossamole is made up of five levels, the first four of which you can play in any order, followed by number five, the 'mystery' level, which they refused to tell us anything about (the scamps). Anyway, here are the ones we do know something about...

The Klondike Mine

This is the one that bears most resemblance to the earlier games, 'cos it's all set underground in a series of mineshafts. Monty has to cope with all sorts of nasty subterranean stuff, from ghostly miners and skeletons to rats, bats, frogs and falling stalactites. The bonus objects he can collect include coal and diamonds, along with gold and treasure chests, while the end-of-level monster (the first of the five Guardians, if you remember) takes the form of a giant worm. He pops out of the ground at selected places on the last screen, fires some bullets, then disappears again (the rogue).

It's just like an updated, shorter version of the first Monty adventure, in fact. What a nice way to start the game!



Moley's cape allows him to 'hang-glide', rather like Batty in the first *Batman* game. He can just about leap over the gross sewage at the bottom to grab the diamond but, whoops, getting back is going to be another matter!

The Ice World

The next level is the Ice World where (it doesn't take a Sir Clive to work out) everything is covered in ice. On this level, Monty will encounter flocks of penguins, slippy ice flows, mad eskimos, huge polar bears, whales that spout water and giant walruses (sounds a bit like *New Zealand Story*, actually). The four bonus objects Monty can collect on this level are an ice block, an ice cream, an iced gem and a snowman, and the giant end-of-level monster is a giant ice cream cone, which floats in mid-air like a massive jellyfish and dribbles bits of ice cream at our fearless friend. Ick!



If Monty jumps into that coal wagon he might just be able to wreck the conveyor belt, and then spring across to the top right-hand ledge .Then again...

The Oriental Level

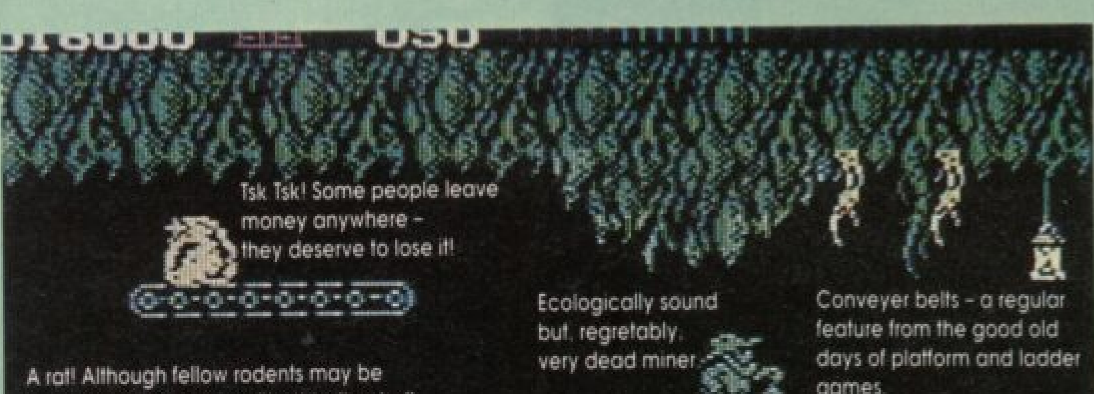
This is my personal favourite, with its backdrop of big pagoda-like buildings and bamboo forests. In fact, it looks a bit like an updated version of Tiger Road. Monty must collect a golden buddha, a china cup, a Chinese umbrella and a dragon's tusk, while baddies include some brilliant sumo wrestlers who attempt to jump down and crush Monty if he walks beneath them, a Bruce Lee clone, some loony origami birds and a mad Japanese bloke who runs around flashing his camera at every opportunity. As moles have crap eyes at the best of times, Monty loses a chunk of energy if he's facing the camera when the flash goes off. The end-of-level baddy is a giant dragon who bounces around the top of the screen.

The Amazon Forest

It's a bit like Tarzan's abode, this one, full of mad monkeys, crafty chameleons and frisky frogs. There are also turtles, snakes, crocs, humming birds, Venus fly traps, vines that come out of the ground and living bushes. There's bonus fruit to collect as well, *Wonderboy*-style, and a giant, log-firing tree monster to defeat at the end.

As to what the last level is, who knows?! Could it be a return to the original Monty mines? A map of Sheffield? Only Gremlin know the answer, and they're not telling.

So what's the verdict? Well, here at *YS* we can't wait for the game to come out, partly for old times sake, but also because it seems to be shaping into a very nifty game indeed. It comes across as a sort of mixture between the old platform-and-ladders Monty and more up-to-date Japanese coin-ops like *New Zealand Story*, which is alright by us. Watch out for the full review soon. Hurrah for Monty Mole!





Game	*Impossamole*
Publisher	Gremlin Graphics
Price	£9.99 cassette, £14.99 disk
Release date	April

4th DIMENSION

Hewson/£12.99 cass/ £17.99 disk



Robin Unless you've been held prisoner by the Clangers for the past five years you'll no doubt be familiar with the top-notch and generally spiffing games that regularly scuttle off the Hewson production line. Each new release from the company is welcomed by a chorus of 'Hurrahs' (with lots and lots of exclamation marks on the end) so a compilation of four previously unreleased Hewson games could quite possibly (and quite literally) bring the house down. Well, that's the theory anyway – but don't count your chickens before they've been McNuggeted!

SUPERCUP

Correct me if I'm wrong, but I reckon Hewson has never had a go at a footie game before, preferring instead to concentrate on extra-terrestrial shoot-'em-ups in which the haircuts are a lot easier to capture in pixels and no one's called Gazza, Dazza, Bazza or Kazza. Like *MicroProse Soccer* and *Kick Off* this one gives you an overhead view of the action and offers you all the usual stuff like choosing the name of your team, the number of teams in the league, the length of each half and which team colour you think will best clash with the green playing surface.

Footie game graphics have never been brill, but the players in *Supercup* look dodgy to the point of being non-human, which suggests that the programmer either a) subscribes to the abstract school of art or b) can't draw for toffee. Not only that but they're pathetically animated and move around in a most ungainly manner, which makes for a very jerky and style of play. Another crap bit was the way the goalies didn't move, but maybe I'm too picky. Basically it's the duffer of the pack .
Rating: 30%



KRAAL

First up is *Kraal* - quite a novel, viewed-from-above, arcadey exploration game with alien-type thingies to shoot, weapons to collect and a naff scenario to explain it all. This time you're Epolog, half-man half-alien, whose task it is to rescue the usual Princess from a fate worse than the one I attended at the local parish last Saturday afternoon. This basically entails driving a weedy little tank around five jerky-scrolling, plan-view levels trying to find and do away with small larvae creatures and their mums. There are various other naff-looking monsters, as well as gems to be exchanged for weapons or energy. And that's about it really. In fact, it looks and plays much like the ancient *Panzardrome*, and I can only wonder why Hewson didn't 'budgetise' it instead. The crying shame is that the front end's really snazzy, with some great alien speech and stuff, but alas none of this has rubbed off on the actual game.
Rating: 51%



Insects – shoot 'em with ya clog-popper!

KLIMAX

From the out-and-out duffer to my fave of the four – *Klimax*. This is a 3D isometric arcade adventure that Hewson could have released as a full pricey without suffering too many dents in its shimmering and rather sexy body-work. It's set in a 16-level industrial complex which looks like every other industrial complex you've seen except it's got NPSUs (Nuclear Power Supply Units) plopped down all over the place. Also left lying about, a mite carelessly in my opinion, are ADDs (Auto Destruction Devices). The object is to get your droid-like hero to push an ADD around the complex and hopefully into the entrance bit of a NPSU which will then explode. Unfortunately, it's QDA (Quite Difficult Actually) because the whole place is seething with enemy droids that destroy the ADDs and sap your energy. You can see them off with a few laser bolts but as these can also zap your ADD you've got to be pretty bloomin' careful. Every alternate level is an Administration Level and the idea here is to stop repair droids accessing the destroyed Nuclear Power thingies and pick up some new weapons. Other things you need are pills to maintain Power, Range and Speed ratings.



All the robots need to be avoided (apart from the handsome-looking one with a TV screen – that's you!).

The whole thing's depicted in stunning monochrome with large and well-defined sprites and, because it doesn't have a planet-sized playing area that you've got to map or whatever, it comes across as a surprisingly addictive little number and jolly good fun. At the end of the day though it's still not up to Hewson's usual stratospheric standards and not much of an improvement on the kind of thing Ultimate was producing two or so years back.

HEAD THE BALL

Lastly, there's *Head The Ball* which has absolutely nothing to do with football and, because of that, manages to get away with another classic plot written by someone with an Honours Degree in Loathsomely Cute And Twee Computer Game Plots With Special Reference To Balls. Apparently Head is a ball-shaped character whose girlfriend has just been captured by the evil Gobba, head of the Globoid Hells Angels. It's up to you to bounce your way through several horizontally-scrolling levels avoiding contact with Gobba's henchmen, picking up gems and following the arrows to rescue your beloved. Basically, all this is the latest excuse to do another cute bouncy ball game as you guide Head through treacherous screens designed to wipe the smile from his rotund person once and for all. Your supply of weapons is limited – you start with a few smart bombs, a shield and firepower in the form of ten single shots. Because of this handicap most of the gameplay is made up of trying to bounce Head past the baddies and onto a safe-ish landing spot.



The yellow bloke is Head, your, um, hero. Rather nauseating, isn't he?

Visually it's a bit, erm, so-so and could have done with more colour and larger characters to get across more of a cartoony feel. It's hardly original stuff but good fun to play and the kind of game that, again, would've done well at budget price. Just depends whether you're into this type of game and can cope with the cuteness.
Rating: 60%

Well, there you have it – four Hewson games previously unplayed by human hand collected into one package. There's one godawful one, a few average efforts and another that's fair-to-middling. Rather than being the collection of unreleased classics I was hoping for, this little lot looks like it was found under the bed amongst a load of discarded old socks and *Sunday Sport* back issues – very much a budget bunch, I'm afraid.

finalverdict

80 / 60 / 40 / 20 — 52°

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
58°	63°	69°

INSTANT APPEAL 55°

DIAGNOSIS

A four-pack of unreleased games that don't compare well with the rest of Hewson's achievements.

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●128K +2 with four joysticks and over £500 worth of software, including most full price games now available. Sell all for £400 ono. Phone Darren after 7pm on (01) 392 1704.
●For sale – Spectrum 128K, light pen, joystick, £350+ of games and Multiface. All for only £200 ono. Phone Neil on (0629) 822084 between 5pm and 6pm weekdays.
●Spec 128 +2, £500 of software, interface, Multiface, joystick, boxed, plus extras. Open to reasonable offers. Contact Neil on (091) 2576573.
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●I want to swop *OutRun* (128K +2) for *Ghostbusters, Rambo*. Ring Chris on (0778) 423148 evenings.
●Wanted – *R-Type, Football Manager II* and *Cabal*. Swop for games like *Robocop, Wolf, Matchday II* and more. Darren Robinson, 13 Cranston Gardens, Chingford, London E4 BG.



Looking for a Speccy to buy, a trunk-load of games to swop, or just a friendly and rather jovial Spec-chum who's got nothing better to do with his time and wouldn't mind in the slightest if you gave him a buzz for an hour or two's mindless banter? Then feast your eyes! Input/Output – it's cheaper than a chatline!

●Wanted – *Shinobi, Continental Circus, Cabal* and *Double Dragon II* for *WEC Le Mans, Batman The Movie, Op Wolf* and *Matchday II*. Phone (0429) 23219. Originals only.
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●I want to swop games. I don't have many new ones. I have a 128K and Disciple with a 3.5 disk drive. Write to Jakko Westerbeke, Roompotstraat 6, U37U BL Zoutelande, Holland.
●Wanted *Superman* or *Ikari Warriors*. Swop *Black Crystal* and *Rocco*. Contact Ian, 34 Hazel Grave, Bedworth, Warwickshire CV12 9DA.
●Swop *Chase HQ* for *Shinobi*. Write to Daniel Miller, 33 Yewcloft Close, Whitchurch, Bristol or phone 835383. Originals only.
●Will swop three budget games for *Quarterback* or four budget games for *Cyberball*. Write to Mark Moorby, 5 Bridge End, Staveley, nr Kendal, Cumbria LA8 9LZ.



●Wanted urgently! *180* darts game for 48K. Originals asap. Please phone (0475) 686416.
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●Wanted! Amstrad 3160 printer or similar for use with Spectrum +2A. Must be in good condition, will pay cash. Phone on (0604) 757037 evenings.
●Wanted Quickshot 2 joystick and dual port interface for use on Speccy +2. Write to Peter Walter, 19 Hall Lane, Pelsall, Wlsall, West Mids WS3 4JQ. Phone Pelsall (0922) 685069.
●Cheats for budget games needed – *Renegade, Crazy Cars, Batman, Street, Fighter, Ghosts 'n' Goblins, Rambo, IK+*. Will pay for good ones. Send to Ian Wood, 46 Stavanger Close, Corby, Northants.
●Wanted Multiface 3. Swop for *Top Gun, Enduro Racer, Nigel Mansell*, back issues of *YS* Dec '88-June '89. Contact Simon, 17 Tragan Drive, Penketh, Wattington, Cheshire WA5 2PJ or phone (092572) 5799.
●I want some great programs for MSX. Will pay for or swop Multiface 1. Write to Otavio Tallarico, 143 Braulio Guedes Silva Street, Sorocaba, Sao Paulo, Brazil 18090.

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●I am looking for some software for a modem. My computer is a Sinclair +3. If you have any please write to Richard Young, Haines Court, Queens Road, Weybridge, Surrey.
●Riki is looking for new swop-partners around the world. Please reply to Riki Pinter, Povraznicka 8, 81105 Bratislava, Czechoslovakia.
●Excuse me. I badly need a ZX Spectrum 48K without software but with lead. Will pay £20. Doesn't have to be boxed but it'd be nice. Write to David Tomlinson 13 Drayton Road, Kings Heath, Birmingham B14 7LP.
●I'd kill for *Laser Basil Compiler* v1.2.



Offers? Contact GA Battye at 246 Hall Road, Norwich, Norfolk NR12PW. Also hints for *Cyberun*, *Exolon* and *Knight Hag*.
● *The Advanced Micro Mouse Fanzine*. AMX mouse only, contains free game, and includes pull-down menus etc. Only £2.20. Cheques to Richard Robson, 142 West End, Netherthong, Holmfirth, Hudds HD7 2YJ.
●Buy *SPECTACULAR* Speccy fanzine, 'cos it's erm... quite good. A mere 25p and (large) sae from Rich Pelley, 32 Abbey Road, Westbury-on-Trym, Bristol BS9 3QW.
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● *Meekie Monthly*! It's all the rage here in Wales. For the funniest, rudest and best mag of them all, send £1 + sae (A4) to Paddy, 253 Gladstone Road, Barry, South Glamorgan, Wales CF6 6NF. Ish seven out now – you won't regret it.
●It's here! The Speccy mag with 50+ tips and 'screenshotted' reviews ! Just 50p. Scott Griffiths, 17 Woodstock Street, Hucknall, Notts NG15 7SP.



●Please write to me! I have games like *Dragon Ninja*, *Moonwalker*, *Altered Beast*, *Chase HQ*, *Running Man*, *New Zealand Story*, *Vindicator*, *Le Mans*, *Op Wolf* and more! Send for a full list now – I'll be waiting for your reply! 204 Anchor Road, Longton, SOT Staffs ST3 5EF.
●Hi! I'm a ten year old girl called Beccy. I luv Prince and Yazz. I want a pen pal who's ten and over. All letter answered. Write to 58 Earls Mill Road, Plympton, Plymouth, Devon PL7 3BX. Bye, dudes!
●I'm looking for a 10-11 year old male. I am interested in football and computers, I support Glasgow Rangers, I will swop games. If you want to know more write soon. Thank you! 99 Howden Rd, Jedburgh, Roxburghshire, Scotland TD8 6JT.
●I'm a 13 year old male, seeking a pen pal of any sex. I like computers and have over 150 games. Write to Alan MacKenzie, Hedgevalley, 6A Inshes Holdings, Inverness, Scotland.
●Meet a Latin American Speccy Lover Boy, to swop games, ideas, humour, poison and anything you want. Write now to Gabriel Souto, PO Box 801, 11000 Montevideo, Uruguay, South America. All letters answered!
●I am ten years old. I am interested in computer and football, and also like music. I don't mind if you are male or female, as long as you are about 10/11 yrs old. Robert Harvey, 13 Cocketts Nook, Rogeley, Staffs WS15 2RB.
●Thirteen year old male seeks penpal aged 11-14 (preferably Speccy owner). I like US comedies like *Kate And Allie* and *The Wonder Years*. No Commodore owners! Michael Basil, 23 Raliegh Park, South Molton, North Devon EX35 4DN.
●Hi! Ten year old girl wants ten-12 year old boy to write to. Likes *Neighbours*, sport and pop music. Please send photo if possible. All letters answered. Write soon to Sarah Tombs, 322 Bryn-Y-Mor, Idris Villas, Tywyn, Gwynedd LL36 9AW.
●I am a 17 year old Spectrum owner and looking for female penpals aged 14-18. You don't have to own a Spectrum, but if you like writing and you're bored then write to me and give me something to do! Dave, 158 Woodlands Road, Gillingham, Kent ME7 2SX.
●Seventeen year old female seeks male or female penpal. Must be 17 to 24. All letters will be answered. Shirley Ann Edward, 85 Abbey Hills Road, Oldham, Lancs.



● *Blood Bath*, new PBM death & destruction game – 50 players, seven different vehicles, ten different weapons. Sounds good? Start up £2, turns 50p. For more details send sae to C Price, 559 London Road, Ditton, Maidstone, Kent ME20 6DL.
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●CLARE RODGERS!! I love you very much!!! You're the most beautiful girl in the world!! From Pembo. PS People who dream about washing their hair are warped but very sweet.
●Darling Shaun, please come back to me. Love you always, Liz xxx.



●Yo! Any decent girls out there looking for a 13 year old boy? Good to have a Speccy 128K, but not really bothered. Please send a photo. Michael Craig, Potterspupy Lodge, Towcester, Northants NW12 7LL.
●Hi! I would like to write to a 14-upwards, attractive girl. I'm 14 and like listening to good music. Will try very hard to answer all letters. Christopher Fernandez, 28 Corbins Lan, South Harrow, Middlesex.
●Valentine's Day has come and gone. Of course I got loads of cards. But there must be better boys than Tom Cruise lookalikes, so drop this sexy girl a line. 12+ only. Angela Smith, 7 Wareside, Woodhalll Farm, Hemel Hempstead, Herts.
●Bloke aged 18 wants girlfriend for serious loving relationship. Young ladies have to be aged between 15-19. Please send photo, all letters will be answered. Brian, 242 Lower Twydall Lane, Gillingham, Kent ME8 6QP.
●Nineteen year old male seeks good looking female, 16 to 18, who lives in London. Please send photo to John Bramham, 35 St John's Road, Battersea, London SW11 1QN.
●Fun, fun, fun! Male, 23, would like to correspond with any females from planet Earth. Write to John Vernon, 53 Tennyson Road, Herringthorpe, Rotherham, South Yorkshire S65 2LP.
●Fifteen year old lonely, dead-good-looking male, looking for dead-good-looking, sexy girl. Please send photo if possible. All letters answered. Ian Graham, 31 Barton Road, Swinton, Manchester, Lancs M27 1LL.
●Hi, we're two 10 year olds looking for two girls, same age. Must be very attractive and like going out and having fun. Please send photo. Paul and Jason, 63 Ledmore Drive, Drumchapel, Glasgow.
●I'm a 16 year blonde hunky guy, and I want sexy gals! So get phoning, or write with a piccy to Nathan Szendzielarz, 5 Granville Road, Urmston, Manchester.

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YS/US GOLD COMPO

WIN! A PRETTY BLOOMING MASSIVE SNOOKER TABLE! PLUS! TEN COPIES OF US GOLD'S *E-MOTION*!



What's this *E-Motion* business all about then?
Well, it's a load of old balls, isn't it!? (Ahem.) What we mean is it's all about bouncing spherical objects – hundreds of 'em in fact! They're all over the place! Actually, US Gold's *E-Motion* is apparently the first 'New Age' computer game (which basically means you don't have to bother trying to win if you don't want to, because you can have just as much fun watching the pretty patterns and colours changing on the screen). Blimey! It's all to do with guiding a floating sphere through 50 levels of increasingly complex puzzles. And whaddya know? If you pop over to *Future Shocks* you'll be able to grab a fabby preview of it too! Marvellous!

What can I win?
Lots of different coloured balls, all jumbling around and bumping into each other, eh? Sounds a bit familiar, doesn't it? In fact, it sounds a bit like snooker! And (what a bizarre coincidence!) guess what we're giving away? Only a Guinness Brother 'Supreme' snooker table! It comes complete with two cues, a set of snooker balls, a score-card, triangle, chalk and rule book. And the best bit is that unlike 'real' snooker tables it all folds up so you can put it in the cupboard when you've finished with it! Hurrah! The ten runners up needn't feel (the) blue either. They'll each get their very own 'hot off the presses' copy of *E-Motion*!

So what do I have to do?
It couldn't be easier! (Well, it could.) Take a look at the pic. It's the finals of the Embassy World Snooker Championship, but, oh no, some silly sausage has put too many balls on the table! And they're just about to start the match! What you've got to do is help take the extra ones off, but how many have got to go? Well, there should only be 22 on the table before you start a match (including the cue ball), so what you've got to do is add them all up, take away the deserving 22 and Bob's your uncle! Then just whack your name and address on the coupon, stick it to the back of a post card and send it off to *Snooker Loopy Nuts Are We, Dum De Dum De Dum De Dum (Or Something), You Should See What We Can Do With A Load Of Balls And A Snooker Cue* Compo, YS Compos, Future Publishing, 30 Monmouth Street, Bath BA1 2AP. And make sure it arrives by April 30th!



RULES
- If any players from US Gold or Future Publishing try to enter this compo they'll be shown the red card and sent off the pitch. *(Wrong game! Ed)* Oh.
- The tournament's over on April 30th 1990 so get your entries in by then or you'll have 'potted the white'.
- No arguing with the ref (and that's Matt, as usual) or there'll be trouble.

What a potty compo! If it wasn't for my Dennis Taylor bionic optics I'd never have guessed that there are .... extra balls on the table.
Name..
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FRANK 2 BUG PLANET

Have you ever been to Kktkra? If you haven't, don't worry. You ain't missing a thing. A blood red sky over creepy green anthills, a day shorter than most lunchbreaks and a population of insectoids calling themselves the Kkrts. That's Krits to the likes of you and I.

Yep, I was on Kktkra, which for the sake of argument I pronounced ker-ker-teh-ker-rrrah. It's not the way kkrts say it, but then they've got no lips and eat their food sideways. Ugly little bugs too. Don't get the idea that I'm a rampant xenophobe or anything, far from it. But it's kind of hard to walk around amongst four foot tall, four armed, bipedal, sentient beetles for long and not check your shoes for tenants every morning. It does funny things to your head, I can promise you. Their only saving grace was that although they wore their skeletons outside their bodies, their organs were all safely tucked away under that green armour. Most of all it's their mouths I can't handle. A vertical dripping maw with continuously chomping mandibles. And if you imagine that's bad, you try listening to them speaking English and hold onto your lunch.

"— very welkkkkome tttto ourrrr planetttt missssttttter xxxxavierrrr —" said the bug who greeted me at the shuttleport. It was a sound like someone gargling with syrup coated marbles. He tilted his flat-plated head, holding me with his 'hundreds and thousands' eyeballs and gesturing with the pair of arms on the left side of his thorax.

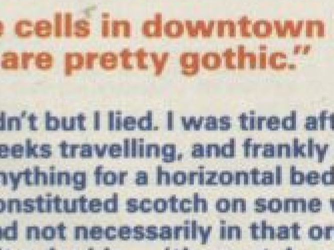
"— i ttttrrrrussssttttt you had a pleassssantttt flighttttt —"

"The cells in downtown Krit City are pretty gothic."

I hadn't but I lied. I was tired after the last weeks travelling, and frankly I'd have said anything for a horizontal bed and an unreconstituted scotch on some water ice. And not necessarily in that order. Hey, make it a double... (the scotch, not the bed, stupid.)

"— pleasssse tttto tttthissss way —"

I followed him. The wag who invented the 'walk this way' joke must have meant a Krit when he quipped, "If I had to walk like that, I wouldn't need the ointment." I stepped with him into the hovering taxi,



and flew over the teeming green mounds of the capital city into the bright vermillion sunrise.

Their chief computer expert, a Dr Kirrik, surprised me. He was almost friendly, which for a bug is unusual. He explained to me that he'd spent a lot of time studying on Earth, at Hertfordshire Polytechnic, and so had had some of the Krit coldness brewed out of him. He drank English tea, chilled for himself although he'd arranged for a hot one for me, and told me about his planet.

"— you musssst ffffforgive the kkrttttssss for their kkkkoldnessss, ffffrrrrankkkk... the hive mentttalitttty prevailssss in ussss, the way the jungle lurkkkkssss in your human blood... ttttry notttt tttto ssssspeak tttto rapidly, and avoid ssssarkkkkasm, and you'll ffffind yourrrr sssstttttay a pleassssantttt one —"

"Thank you, Doctor. Yes, I've experienced the problem of not being understood if you stray too far away from fact. As a human it's hard to relate to the bu... er, Krit mind, and your relating to ours must be a similar problem. So that's why you called me in as a consultant on this Krit/Human interface program then?"

"— exacttttly... your human mind, plussss your exxxxpertttttissse in computttter sekkkkuritttty made you a nattttural for the job... now, abouttttt paymentttt... which kkkkurrencccy would you preferrrr? we kkkkan supply any you wisssssh —"

"English pounds will do fine. And I'd prefer cash, that is if you have the currency to meet it..."

Kirrik clicked to himself, something like a chuckle.

"— yessss, brrt... we have the kkkkurrencccy —"

And that was it. I was shown to my room, complete with Krit/English dictionary, a computer terminal into the main Krit system, all the vegetables I could eat in the fridge, and a few treats like booze. The Krits don't drink, so this



was a very valuable item. I was obviously more of a VIP than I thought.



So there I was relaxing in a comfy chair, drinking and typing my way uninvited through their most private systems, when the Krit soldier beetles burst through my door and arrested me for the murder of Dr Kirrik.

The cells in downtown Krit City are pretty gothic, I don't even want to think about it, but I didn't fancy trying to give those Krit soldiers the slip. My knowledge of downtown Bug City was sketchy and... well, imagine an American football player wearing green armour and carrying a compact submachine gun, and you'll understand my reluctance to upset these guys. One of them could have eaten me whole and spat out the pips, so two were

"All of a sudden salvation walked through my door in green armour and sticky feet."

very persuasive. I sat stewing in slime until my pet goons came and threw me

BY PHIL SOUTH

X

into the chief prosecutor's office.

Don't get any ideas I was going to get a fair deal here. The Krits seem civilised on the surface, but one look at some of the other poor creatures in the cells made me realise something important. Their judicial system made Earth's medieval legal butchery look like a nature ramble.

The chief prosecutor looked up from the document crystal he was reading. They do that. They need the extra glassware to focus all their thousands of eyes in one



spot. Weird. He explained how the Doc had gotten his bug head squashed; some kind person had slammed the lid of his lab freezer when he was looking in it. I told him that I'd been at home all evening and besides, me and the Doc were engaged, ask anybody. Well, the Doc had warned me about sarcasm…

"— you are a ttttrouble of grrrreattttnessss in —" he hissed, smacking the rod-like crystal into my ribs. Nothing broke, but it hurt like hell. He was used to roughing up people with harder



skin. Trying to explain this essential difference earned me a sound hiding from his quarterback buddies behind me.

"— pleasssse don't tttto inttttterrrruptttt… i will asssskkkk the qqqquessssttttionssss —"

The only questions he had for me were his balled bug hands darting into my stomach. I wasn't going to last very long taking this sort of beating. I had to get the hell out of there before something snapped. Like my neck.

My eye caught some of my personal effects on the table, and I rolled with a punch and landed on them, palming my wallet and camera. As the chief grabbed me I flipped one of my paper thin stillettos from the corner of my wallet and popped it neatly into one of the gaps in laughing boy's armour. He shrieked like a stuck pig and the guard closest to me fired his automatic right at my head. I jerked sideways and the hail of bullets plastered bits of the prosecutor all over the walls. Under the table I pulled the false top off my camera and palmed the percussion grenade I kept hidden inside. As the guards bent down to shoot under the table, I jumped on top of it, over their backs and shouldered the door. Outside I slammed the door closed and stood aside as they shredded it with their heaters. Then I blipped the perc grenade through one of the holes and legged it up the corridor. Just before I made it outside I heard the dull thump of my captors being blown out into the street.

Back at my apartment I was just leaving to buy a black market ticket off the planet when the doorbell went. I had my plastic .45 in my hand in seconds.

"Come in." I said pointing the gun at the doorway.



A small insect walked in, a she I thought.

"— i kkkwero am… away putttt your weapon… i here tttto help you am —"

She sat down carefully in one of the chairs, looking around nervously.

"— knowing i am who is kkkkiller of docttttor kkkkirrikkkk —" she clicked.

That really took the wind out of me. There I was hightailing it out of there and all of a sudden salvation walks through my door in green armour and sticky feet.

"So what the blazing hell happened at the lab, Kwero?"

"— man kkkkame in, human man, and askkkked the dokkkkttttor abouttt the projekkkkt he workkkking on wassss… dokkkkttttor say gettttt outttt be… man dokkkkttttor's head grabs and in freezer putttts… i lookkkk away… i likkkke itttt not… cannot…—"

She stopped and wiped her eye and feeler with one of her three fingered hands.

"— dokkkkttttor dead issss… i be blamed, yessss? ran away did i… heard you arresssstttted were… wenttttt tttto sssstttttatttion… you esssskkkkaped had! dokkkkttttor had your addressss given… you okkkkay?—"

I was finding this all a bit hard to digest. "Yes, fine… a bit bent up but still

"I had a sudden crystal clear feeling you get when you've jumped out of the frying pan and into a microwave."

operational, I guess. Look, getting back to the Doc, what were you doing at the lab, Kwero?

"— lab assssisssstttantttt am… for human monthssss… brrt… ttttwelve —"

So she'd been working a year for him. I hadn't seen her around, but then they all look alike. Sorry, bad taste joke. I shouldn't judge a bug by its cover.

"— but we hurry musssstttt… assssissssttttantttt prossssekkkkuttttor after you issss… with me kkkkome… murderer i know where issss —"

Wait a minute. After listening to one of them talk for a bit I start dozing off. Where he is? The murderer? Hey, I could not only elude the cops and hang onto my life, but I might also nail the son of slime who put me here.

I didn't really have a choice. I had to pack my things and go away before the filth burst in and tried to take my appendix out through my nose. I left my clothes and filled my pockets with my usual basic set of anti-personnel equipment. I put on my favourite long black coat to shield my humanoid body from prying eyes, and we headed off into the steaming crevices between the building mounds in search of a murderer.

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Kwero led me inside a bar and sat me at a table with some fizzy fruit juice or something. She said to wait there until she called me over and then she'd point out the red hander.

The bar was basically a hole in the wall with a glass door in it. Inside it could have been almost anywhere in the galaxy, apart from the unusual amount of bugs sitting at tables and humans grovelling on the floor. Interesting turnaround, that. The Krits didn't drink, of course, but that didn't stop them eating intoxicating bark. Horrible stuff. The few humans who ate it didn't last long. It didn't kill you right off, but what was left of you after a few

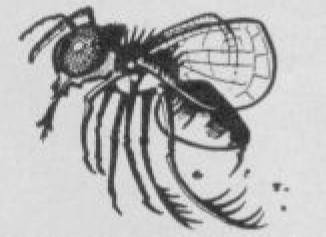


months of careless ingestion wasn't really what I'd call alive. But where had Kwero got to? A few seconds before she had been standing by a side door talking to a short human feller, and while I was daydreaming she'd vanished. I pushed my way through the thronging beetles. Maybe he'd jumped her, got suspicious and spotted me looking at them. Maybe he'd taken her outside and done the same favour for her that he did for Kirrik. She was probably lying out in the gutter now with a head like a broken egg. My only witness was being killed and I'd be trapped on this stinking insect planet forever! With my heart in my throat I straight armed the side door and stepped out into the street.



Before I knew where I was, Kwero had hit me hard and had me pinned against the wall. I had a sudden crystal clear feeling you get when you've jumped out of the frying pan and into a microwave. You see, this is why it pays to know your bugs. If I'd taken time to learn about such things, I would have recognised her markings as a beetle of the Amazonida species, deadly poisonous creatures specialising in murder for money.

She was very strong, as I'm sure the guy with his head dashed on the pavement just found out. She clicked her mandibles, her cold breath on my face smelling of sweet nectar and stale death, and her tail with its obvious stinger on the tip wavered over her shoulder. I waited for the sting... but there was nothing. No sudden punching followed by an icy spreading numbness. No movement at all. We stood motionless until she spoke, when



she was sure we wouldn't be disturbed.

"— you will withhhh body be found... murder itttt will ssseem... Earrrrth people from our planetttt banned will be —"

Then she clapped a three fingered hand to my throat, gripping me tightly with the other three. As she started to squeeze I could feel my lights going out.

So this was it. She was going to render me unconscious and make sure I was found with the body. After my last little episode with the cops I had a nasty feeling I'd wake up dead anyway.

She had a hold on both my wrists, pinning them to the wall, and one on my neck... where was the other one? On my chest. but nothing on my legs. With the insane strength of a man who doesn't want to die with sickly sweet bug breath in his nostrils, I curled my leg up and bought my heel down as hard as I could on the side of her knee. There was a crisp celery crack and the hand on my throat relaxed for a second. I followed up with a knee to where her thorax met her abdomen and she teetered. I pushed and I was away from the wall. She rasped with effort, trying to push herself back against me, but her purchase was lost and we fell. The one thought which shone out like a gleaming knife in my head as we hit the ground was "Where is her sting?" but in the blur of our fall I couldn't see it. As we crashed into the rubbish bins I was horrified to feel something pierce my trousers and puncture my leg. In a frenzy I grabbed the nearest thing to hand — a strip of rusty iron — and brought it down on her head. Fear ripped through me like an electric charge, and brought my hand down over and over until it ached. I was so absorbed in bashing her bug skull in that I barely noticed when she went limp.

I dropped the iron and backed away, stumbling over bottles and bark wrappers until I hit the wall. I slid down to the floor and tore open my trouser leg to look at the wound. Fresh red blood oozed from a cut under my knee. My God, I thought, I've been stung by the bitch after all. I darted my eyes around her body for the stinger... and saw it, sticking straight up. *Behind her head.* Then I saw the broken bottle beside her, a single shard pointing skyward. On its tip, a tiny dewdrop of crimson blood. The colour of the sky.

The parabeetles who carried me to hospital must have thought I was insane, laughing like that. It was relief, actually. I thought I was stung and I was going to croak, and it turned out I'd stuck myself on an old bottle. I was still wiping the tears from my eyes when the folks from the Human Embassy rescued me from the clutches of the quacks at the bug hospital.

Fortunately for me, the Amazonids are well known for their criminal connections, so suspicion was diverted away from me long enough for someone in higher authority than the local filth to discover the truth. You see, what I failed to understand was that Kirrik had really hired me to help with a program to crack



human computers! My reputation as a hacker had spread to Kktkra, and that's what they wanted from me. Naturally, certain human companies stood to lose from the Krits being able to tap into their Earth based systems, via subspace frequencies. So one of these firms hired the Amazonida, the late and not so lamented Kwero, to see to it that not only was project chief Kirrick killed, but also that humans were banned from the planet and regarded with suspicion. Kwero cleverly figured out how to kill two birds with one stone, so to speak, by fitting me up for the murder of Kirrik. Anyway, I'm glad it's all sorted out.

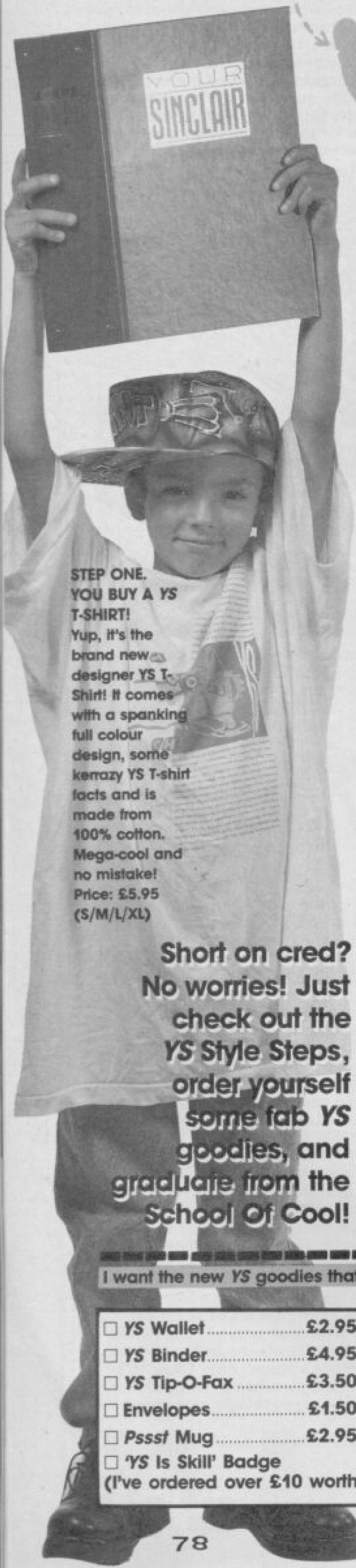
Well the short story is they fixed me up and I was allowed to go home with a full pardon and a big wedge of quids to keep me in disks and whisky for the next few months at least. It was mainly to shut me up, I think. After all, who needs to start a stink about human rights on a bug planet that's only a month off it's peak tourist season, eh? Although why anyone would want to go there beats the hell out of me.

So everything's alright now. Okay, so I still jump on a chair when a beetle walks in the room, but I'm seeing a man about it.

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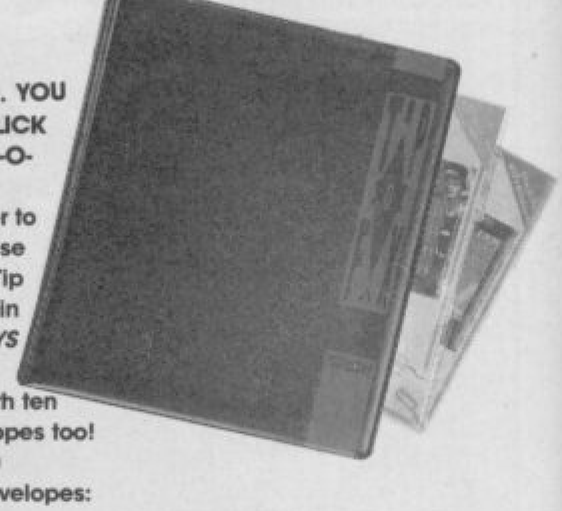
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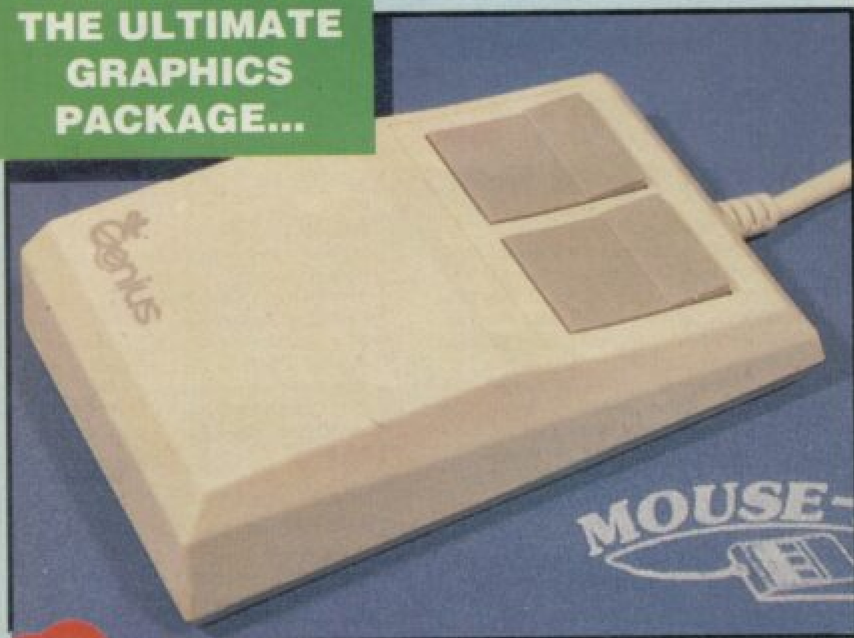
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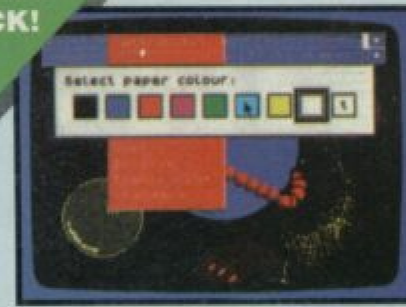






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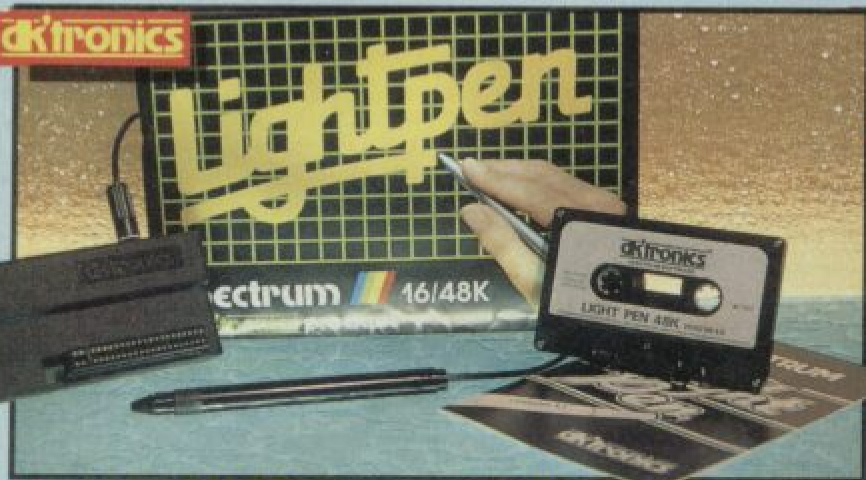
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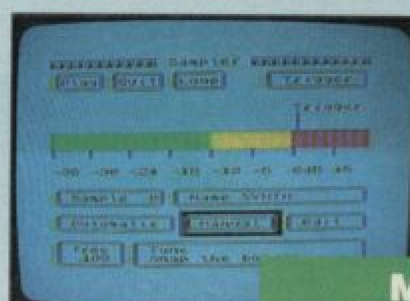
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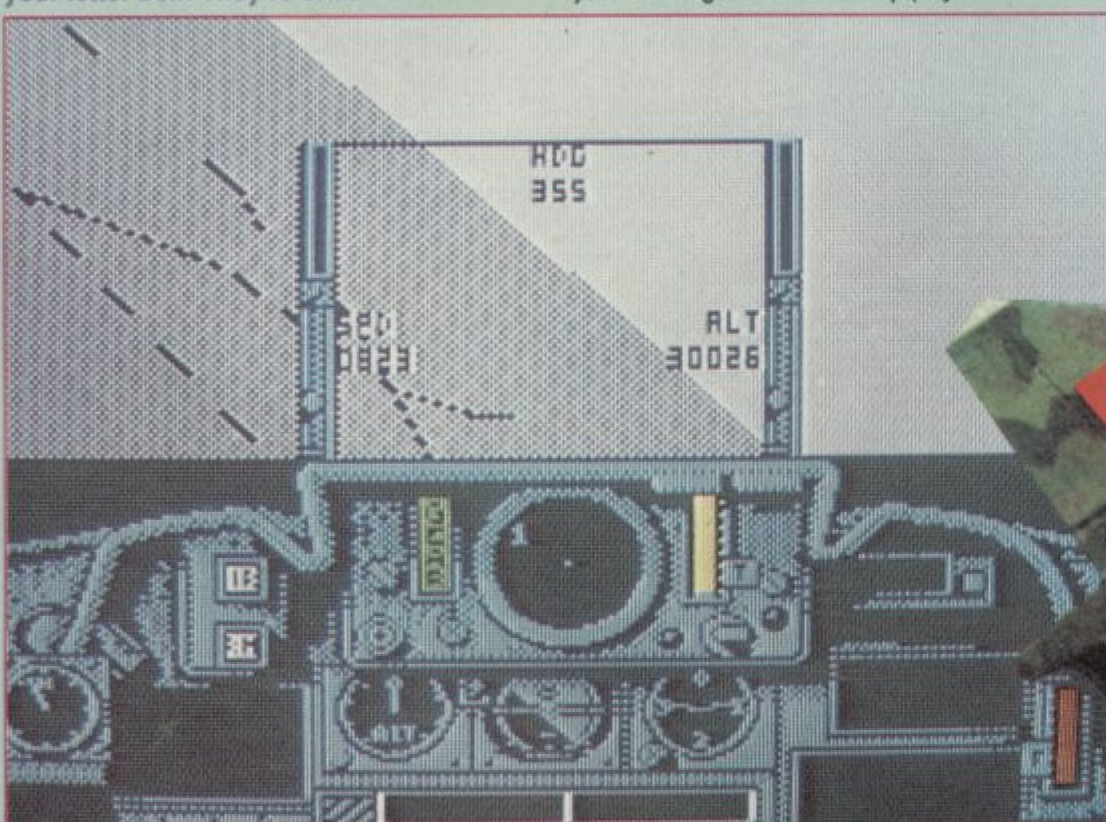
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Where've all the tanks got to? Think I'll go for that big fat farmhouse instead! Ye-ha!!

And *Fighter Bomber* is no exception! In fact, it's especially brill. Up until now, you see, most of the (really, really) good flight sims have been confined to the 16-bit machines, with the ones on the Speccy being much less ambitious. There have been exceptions – like MicroProse's *Project Stealth Fighter*, say – but *Fighter Bomber* seems to be an advance over even the best of them in two significant ways. First off, it's not a wire-frame vector graphics jobbie (which can all too often look like a load of squiggly lines crawling all over the screen, no matter how clever they are). Instead it features solid-filled 3D graphics, which look great. And secondly, the emphasis is taken off shooting down other planes (which normally means hanging around for absolutely ages until they turn up) and onto attacking ground-based targets. Now this might not sound quite as exciting, but in actual fact it means there's far more ground detail (so you get more to look at) and there's always something to hit if your real target doesn't turn up (ie you can't find it). "What, no tank formation? Might as well drop my load on this innocent-looking bridge then!" – that kind of thing.

YOUR SINCLAIR MEGAGAME

So how does it all work? Well, Vektor Graphix (who programmed the thing for Activision) may have missed out some of the plane choices and stuff for the Speccy version, but the gameplay from the 16-bits is all more or less here. This adds up to about six squillion key commands, for everything from raising your undercarriage through firing your Sidewinders to operating the on-board coffee-maker – it all takes some learning. The game gives you the choice of eight different missions, which get increasingly difficult as you progress – at the start you begin from flying at 8,000 feet or whatever (ie avoiding the tricky process of taking off), but some of the later ones expect you to carry out such horrific tasks as landing your plane (gasp) to pick up more weapons – all a bit too complicated for me at the moment, considering my piloting 'skills'.

Talking of weapons, you've got a whole host to choose from, depending a bit on which plane you use. There are bombs (of course – wouldn't be much of a bomber game without them, would it?), flares (ones you fire, not ones you wear), chaff (which distracts radar-homing missiles), Maverick and Sidewinder missiles (air-to-ground and air-to-air respectively), your trusty cannon – and probably a few more I've not worked out how to use yet. A fairly good selection, I think you'll agree, but before you get to use any of them there's a bit more choosing to be done – like which plane you're going to use.

In the Speccy version Vektor Graphix gives you a choice of four – there's the rather ancient but still pretty nifty Phantom, the (also rather ancient and very Swedish) Saab Viggen, the rather more up-to-date and ultra-snazzy Tornado and (I'm a bit confused as to why it's in here but perhaps I'm missing something) the MIG 27 'Flogger'. You see, the whole game is inspired by a sort of international bombing contest the Americans run in some desert somewhere, so what the Russians are doing there I'm not sure. Still, it might in fact be a MIG from some other more friendly country that uses them or something – I mean, what do I know?

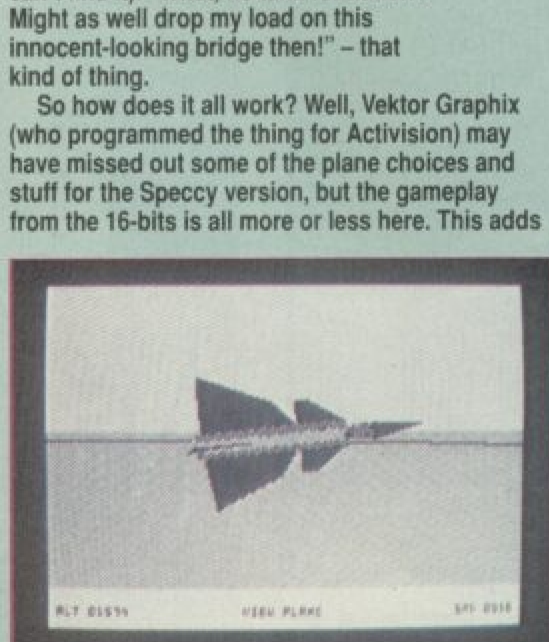


To aid in the picking process the program first gives you a very nice colour piccy of each plane, quickly followed by a brief description of its history and capabilities, and then a brilliant solid 3D image of it, as it appears in the game, spinning frantically towards you. Lummocks! They're all very recognisable – the giant tail fin of the Tornado, the canard wing arrangement on the Saab, the Phantom's unusual tail planes and droopy nose and the red star on the fin of the MIG (which rather ruins my 'friendly air forces' theory). Just watching them twiddle is really quite stunning – never thought I'd see graphics like this on the good old Speccy! (You could almost just leave them up and running all day – it'd be like watching tropical fish in a tank.)

So which one shall I have? I think it'll have to be the pretty green one. *(But they're nearly all green! Ed)* Okay, the blotchy brown one then (the MIG). Right, I've chosen my plane so now I'd better see what my mission is. Blimey! A large (and green) map pops up showing a hefty chunk of the good old US of A. Click on a target, click on 'Mission Text' for some extra info (eg what exactly I have to do), then on 'Target Recon' for a 3D close-up of what I'm meant to be bombing, and we're away. Actually, 'Target Recon' is a really good bit, with



Here's the Tornado – switch to outside view, put your foot down and watch the wings sweep back as you accelerate – brilliant!


The Viggen doesn't come with the nifty moving wings, but it's such a spooky shape anyway it doesn't really need them.

très brillo animation sequences. Where I'm going looks quite pretty this time – shame it's soon going to be in about a trillion tiny pieces (heehee).

Actually flying the thing is a bit more complex. First off, start the engine (always a good point to remember when trying to fly a plane), now off with the brakes, push forward on the accelerator, pull back on the joystick (well, keys actually – you don't seem to be able to use a joystick) and we're airborne! Hoorah! Things are peaceful, the sun is shining, birds are flying past and... hmm. That's a rather big bird, isn't it? Yikes!! It's a huge SAM zooming towards me (no, not a Coupé, it's a Surface-to-Air Missile actually, folks)! Blimey! Let's release a flare to confuse the git! By a million to one chance I get the right button, the flare zooms out and... the missile ignores it! Booom! I blow up. Ho hum, back to the air field.

Right, what I did wrong there, folks, was release a flare – these only distract heat-seekers, so if it's a radar-homing missile (like that one was) it'll still keep coming. No, what I wanted was chaff – lots of little bits of metal that float prettily through the air and 'look' like a nice big fat juicy target to the SAM. Hmm. Better luck next time.



Y'see, I've been having great fun with *Fighter Bomber* for hours, and I've not hit a single target yet! Half the fun is watching your plane go through various manouvres, fire missiles, drop bombs, sweep the wings back (if it's a Tornado or MIG), raise the undercarriage – the game comes with an absolutely ace choice of external views, which I could watch for ages. Alright, they're not new – *Chuck Yeager's Advanced Flight Trainer* had them as well, but there are more of them here, and they're a lot prettier too.

Fighter Bomber is one of those games it would really take three or four weeks to assess properly, finding out exactly where its strengths and limitations lie, but unfortunately we don't have that much time (because we've got to get this ish out!). What I can say though is that this has to be the best Speccy flight sim I've ever seen – I must've had 15 quids' worth of enjoyment just mucking around with it! The missions (what I've achieved of them, which is nothing to write home about) have been fun and well thought-out, and, graphically, it's almost unbelievably good, managing to cope with updating everything at quite a rate. So what's wrong with it? Well, not much really. The sound's a bit crap, but then that's hardly a major part of the whole caboodle, is it? This has to be the most complete flight sim we've seen on the Speccy, really stretching the limits, and, despite our slight fears, the lack of very much to shoot down hardly hampers things at all – if this sort of thing's your bag, it's a must-buy.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
90°	92°	84°

DIAGNOSIS
A real corker! One of the best flight sims around, incredibly pretty, full of things to do – the lack of dogfighting doesn't hamper things a bit.

INSTANT APPEAL 85°

92°

VIKINGS

Challenge Software/£9.95 cass



Matt Now, this sort of thing isn't normally my bag, I have to admit, but Richard Blane (who's our big *YS* Strategy & Wargame Expert) isn't around at the moment, so I've had to have a go. So let's see – what we've got here is a strategy wargame based, fairly accurately I'd say, on a couple of 11th century battles that took place between Viking invaders and various English armies (in one case Anglo Saxons, in the other Anglo Normans).

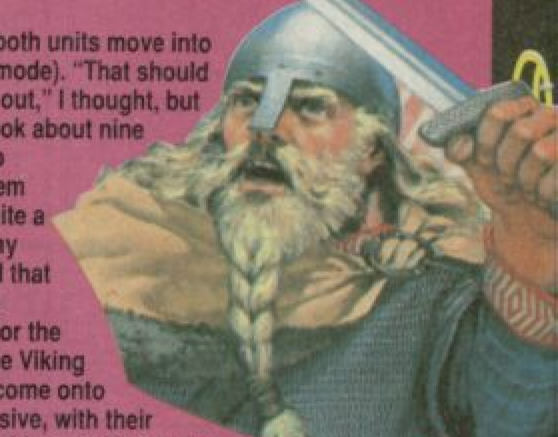


The red ones are your lot and the black ones the Vikings. Better get used to the graphics though – each game takes so long! (Good job there's a Save option.)

In the first one, the Battle Of Stamford Bridge, the Saxon army, led by King Harold, surprised a lightly-armed bunch of Vikings on their way to pick up some hostages surrendered by the city of York, while at the Battle Of Menai Straits an English army attacked a Norwegian fleet as they landed at Anglesey. The history of the battles, descriptions of the terrain, the different sorts of soldiers involved and so on are outlined fairly comprehensively in the game's very atmospheric manual – one of the best bits of the package. As for the game itself, well, let's load up one of the battles and have a go.

Right, I'm playing the Saxon forces on the left of the battlefield, represented by a lot of red and yellow squares – some archers, some cavalry and a lot of foot soldiers. There's a river in front of me with just one bridge across it, so let's move some of my men in that direction, shall we? Each unit has a movement allowance of about four or five spaces, so if I bring two lots of Huscals (heavy infantry) onto the bridge, back them up with some cavalry, stick some bowmen in a flanking position, and then end my move there, we'll see how things stand. Hmm.

The screen scrolls (very jerkily) to reveal one unit of Viking infantry defending the other end of the bridge, while about one and a half screens further on lies the bulk of the Viking forces. Now, in the real battle, the Saxons got across the bridge without too much trouble, attacking the main Viking force with cavalry. It wasn't exactly the same story when I had a go though. "Right, let's get rid of those Vikings defending the bridge," I thought and moved two units to simultaneously attack the bridge defenders from both sides (as soon as a block of your men touches a block of Vikings both units move into combat mode). "That should sort 'em out," I thought, but no – it took about nine moves to finish them off, at quite a cost to my men, and that was time enough for the rest of the Viking force to come onto the offensive, with their archers taking position to fire at my men as they crossed the bridge! Oi! That's not meant to happen! Let's start again. So I did, and fared rather better. I had a go at the other battle too, and, what's more, rather enjoyed both, though it did seem to take an age for anything to happen. That's wargaming for you, I suppose.



Rating it is rather difficult though. To my untrained eye, graphically it looked on a par with *Austerlitz 1805* – pretty primitive by action game standards but enough to do the job. The three skill levels, choice of battles and so on also make it as good as most CCS stuff, so a buying decision basically comes down to a) do these battle scenarios appeal to you (they did to me), b) does Challenge deserve your support (yes again) and c) are you a fan of strategy games (well no, not especially). Basically, if you nodded your head three times you're bound to enjoy it. If not, various niggles like squeaky, 'hiccuppy' sound and the plodding pace of gameplay will confirm your doubts.



And here's the other one, the Battle of Menai Straits. Hmm. Looks more or less the same as Stamford Bridge, doesn't it?

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
70°	71°	72°

DIAGNOSIS
Nice to see more professionally-produced wargames, but whether this'll convert anyone to the cause is another matter.

INSTANT APPEAL 64°

71°

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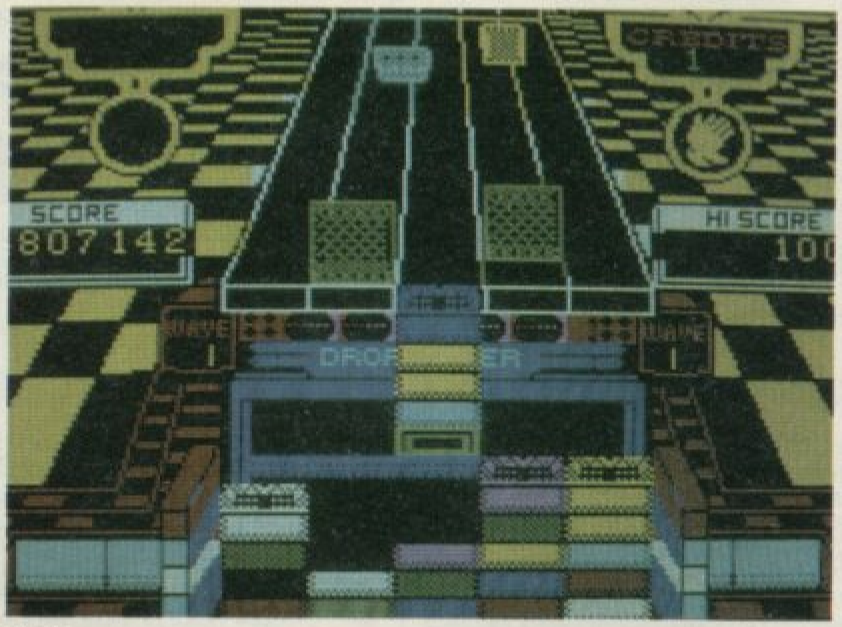
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FUTURE-SHOCKS

Aha! Well, all this moving business certainly was a bit of a 'Future' Shock for us, ho ho! Despite all the upset though, the year's shaping up to be pretty good Spectrum-wise – here's a small selection of new goodies to whet your appetite...



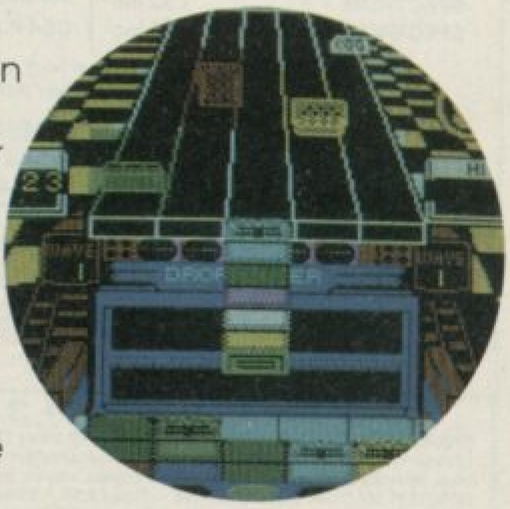
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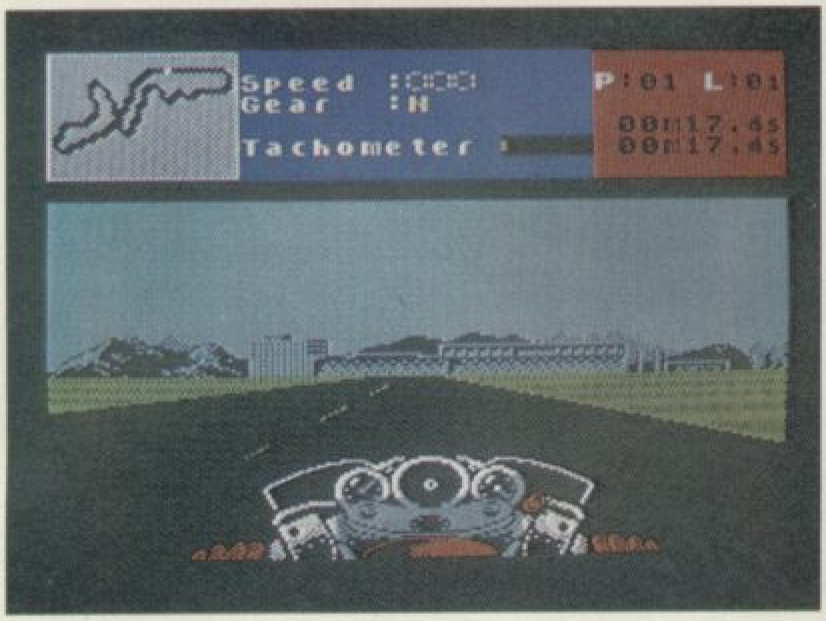
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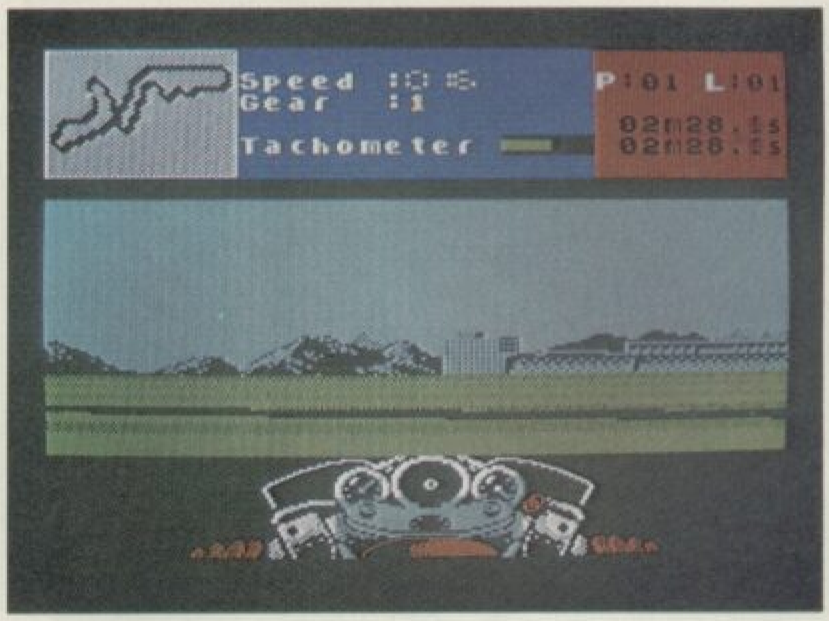
Well, this one's a bit of coup for Domark. First, the coin-op version makes its debut in January at the Amusement Trade International Show, then (about three picoseconds later) Domark announces that it's doing the Speccy version. Blimey! That was quick, we thought. We look forward to seeing it in a few months – but no! Just *six* picoseconds later, the screenshots come in. Lumme! Seems like Domark's 'special relationship' with Tengen is turning out to be a pretty snazzy arrangement all told.

So how does it all work? Well, it's one of those *Tetris*-like puzzle games if you like – except it's more colourful and slightly harder to play. Coloured bricks tumble down a conveyor belt thing towards your flipper, and you get a choice between flipping them straight onto one of five piles, collecting a little pile of them to use a bit later on, or flipping them back up the belt to be collected in a few seconds time when they're carried back towards you again. And that's more or less it – your job is to score points by creating coloured lines (horizontal, vertical or diagonal) with the piles of bricks. Once a line is completed it disappears, again rather like *Tetris*, leaving you with a little more room.

It should all be dead addictive, a lot of fun and out on the Speccy in April – which, by some remarkable coincidence, is the same time it hits the arcades!







The Cycles

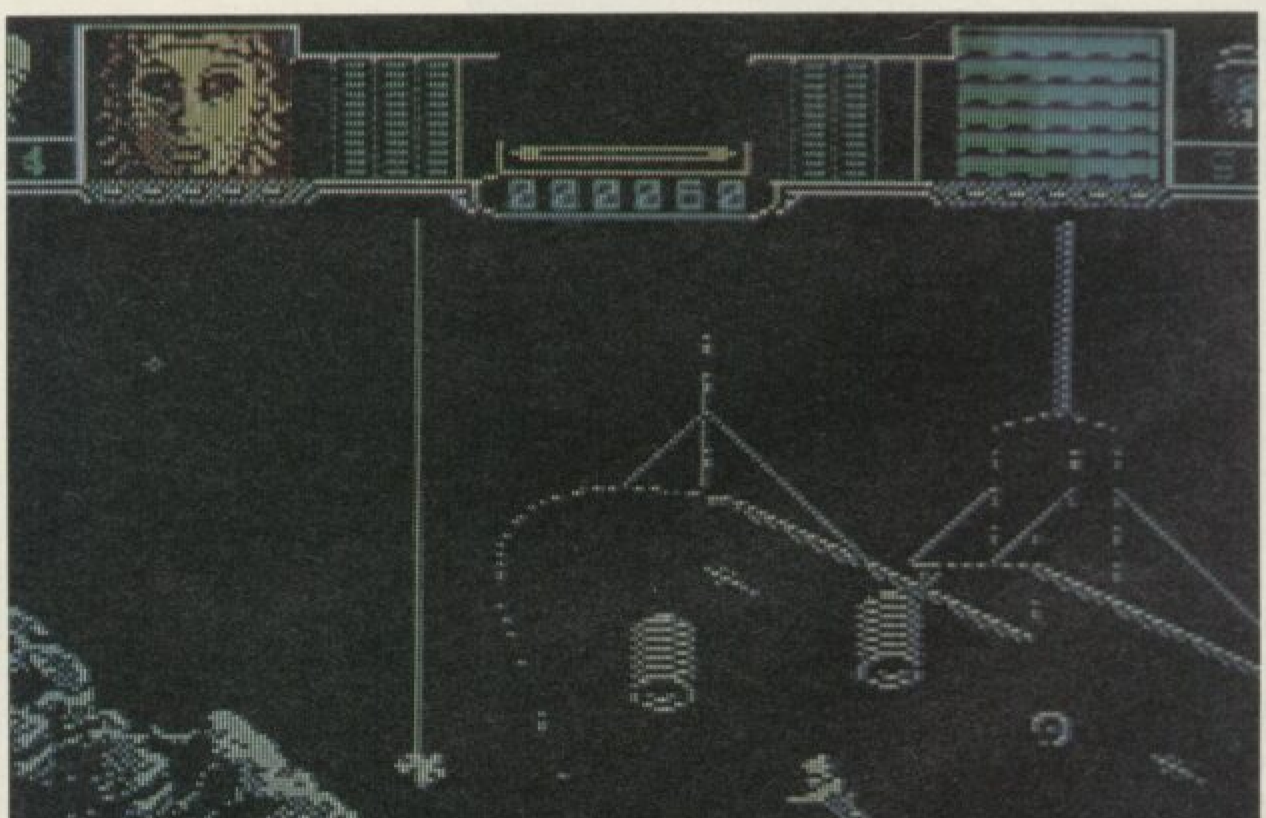
The Cycles
Accolade

This is another of Accolade's scrupulously realistic racing sims, but unlike *Test Drive I* or *II* it's got nothing to do with cars at all. Not a sausage. Instead it's about motorbike racing – seen from an unusual first-person perspective with your hands clearly visible grasping the handlebars on each side of the screen. There's a choice of bikes (500cc, 250cc or 125cc), five different skill levels, 15 tracks, and nine opponents to race (controlled by the computer). It all takes place over a full season on a series of accurate renditions of some of the world's greatest and most dangerous tracks – or at least that's the 16-bit specification. We'll all be able to see how well it transfers across to the Speccy when it pulls into the pitstop in April.

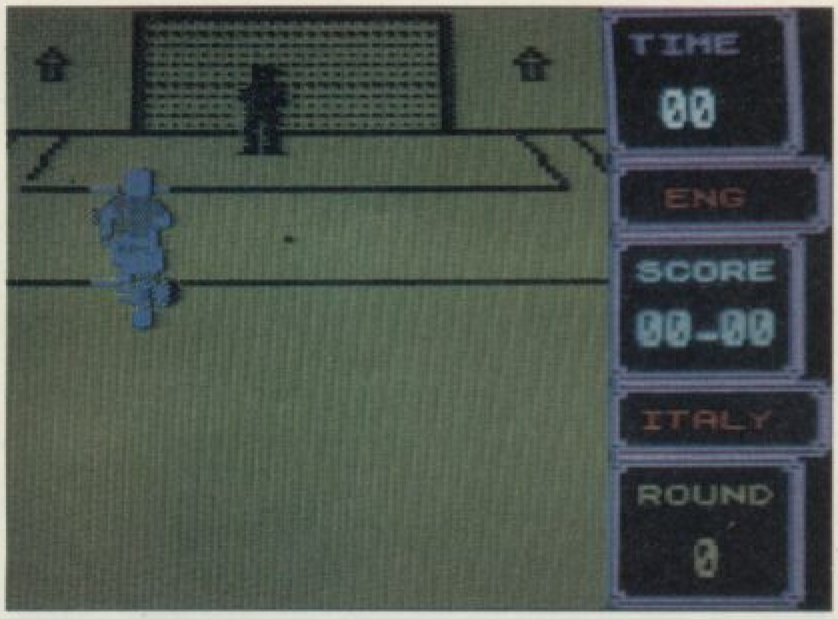
Hammerfist
Activision

Come with us for a short trip into the future. Doo doo doo doo, doo doo doo doo! (Spooky time travel type music.) Ah, here we are. Look over there – it's Metro-Holographics, a gigantic corporation, so powerful it's taken control of the last two major cities of the planet. Its success is mainly due to the powerful holograms it creates – holograms so sophisticated that they resemble actual living creatures! Look, here come two of them now – the big one's Hammerfist, a battle hologram with a hammer-shaped fist (of course!), a laser gun and a special piston-operated arm, while the girl, Metalisis, uses her incredible agility in combat. But oh no! There's been a bit of a mix-up, and the two of them have been sort of fused together! The only way to un-fuse them is to destroy the nerve centre hub of the Metro-Holographix Corporation, and that means taking on the entire corporation itself!

Of course, this is where you come in – basically you must control the mixed-up duo on their mission, flicking between the two different characters and their abilities as and when the situation demands it. What it all amounts to is a sort of scrolling beat-'em-up, but a very atmospheric-sounding one for all that, with a heavy dose of the old *Cyberpunk* influence bunged in there for good measure. Whoever said the Spec isn't the machine of the future? *Hammerfist* should be hitting the stores real soon.


Hammerfist



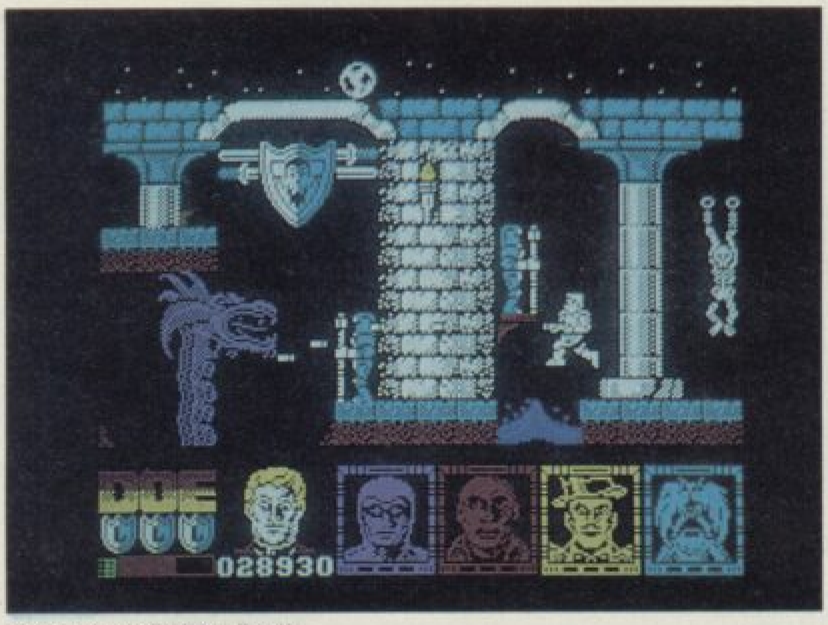


World Cup Soccer '90

World Cup Soccer '90
Virgin

This is another game that was previewed in its coin-op version at the ATE show earlier this year, and, again, it should hit the Speccy round about the same time as most arcades (which should be about April). It is, of course, a footie sim, out just in time for (and featuring all the teams from) the qualifying heats of the World Cup. It'll incorporate free kicks, goal kicks, corners, throw-ins, a two-player option and a rather nifty bit where you get a close-up view of the goal from the position of both striker and goalie. Sounds exciting.





Defenders Of The Earth

Defenders Of The Earth
Enigma Variations

Enigma Variations might be a new name to you, but actually it's been around for ages, coding things like *Gilbert – Escape From Drill* and *Postman Pat* for Alternative, amongst others. But now it's set itself up as a software house proper, all set to release *Defenders Of The Earth*, a bit of an all-action epic based on the cartoon TV series. The whole thing draws heavily on the old *Flash Gordon* films, with Ming The Merciless kidnapping the children of the various members of the Defenders team in order to keep them quiet, while he goes about the business of conquering the world.

So who are these Defenders Of The Earth chappies anyway, and what can they do? Well, there's Flash of course, who doesn't need any introduction really, but let's just say he's about as all-American a hero as you can get. Then there're a couple of other slightly less famous comics characters from the dawn of time – Mandrake The Magician, who's a sort of sorceror in a cape (and the inspiration for all the other comics magicians like Dr Strange and what-have-you) and The Phantom, who wears a nifty purple costume, lives in the jungle and beats up poachers and things. Finally there's Lothar, who we don't know very much about (except he's the strongest man in the world), and the team's pet mascot Zuffy, who (to be honest) can't really do very much.

The game itself is a sort of massive arcade adventure, with Flash invading Ming's fortress single-handed, fighting bad guys like the Men Of Frost, Ice Robots and Ming's pet dragon, Mongor, before he reaches the big baddy himself. Meanwhile the other three sit at home with their feet up having a nice cup of tea. *(Tell the truth! Ed)* Um, alright. Although Flash has decided to invade the palace on his own to avoid detection (considering the number of people he has to fight, he hasn't done very well, has he?) he isn't totally without support – when one or other of their individual abilities proves useful, he can call upon his pals to help out.

And that's about it, although a couple of slight plot flaws do spring to mind. First off, superheroes don't normally have children do they, because superheroes don't... y'know.... thingy? And secondly, they'd be a pretty crap bunch if they'd rather let the earth get destroyed than risk any harm to their kiddies, eh? Still, perhaps they are. (Superheroes, eh? A bunch of big girl's blouses or what?)


The Phantom Lothar Mandrake Zuffy

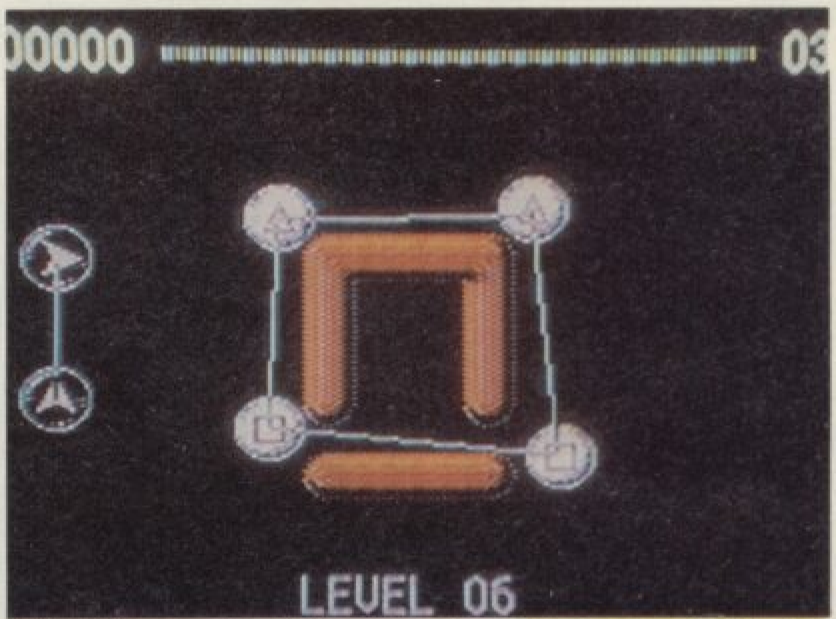
E-Motion
US Gold

Blimey! Now this is a weird one – a real 'you'll either love it or hate it' game, and a bit of a departure for US Gold, whose output hasn't boasted that much original product of late. So what's it all about? Well, *E-Motion* is apparently the very first 'New Age Computer Game', 'New Age' being 'a lifestyle of unstressful, relaxed living for the 1990s (in which you can) enjoy the fluid motion of the spheres as they interact with each other to form infinite patterns of movements and colour.' Blimey! In other words, it sounds to us like you're not actually meant to play the game as such, just enjoy the spaced-out effect of lots of coloured balls, floating around all over your computer screen (for that's what the game consists of).

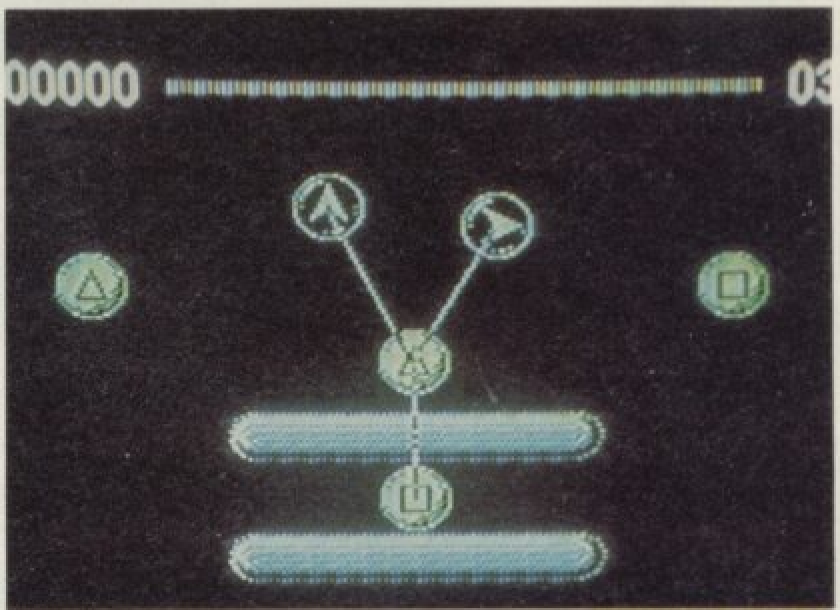
Well, yes and no, says US Gold. There is in fact a really addictive little game in there! What happens is that as you guide your little round ship about the screen (leaving on the right of the picture and coming back on at the left) you keep bumping into floating balls, often held together on a line of string like a pair of sub-atomic klackers. Your task is to destroy the balls, which you do by finding two of the same design or colour and 'bringing them together before they explode with tension'. It looks like a cross between *Asteroids*, snooker and some sort of spooky molecular experiment – watch out for the review next month!

(Oh, and the 'E' in the title refers to some weirdo mathematical equation that was 'thought up' by a bloke called Einstein in the '50s – E = mc2 or something. We always thought Einstein was the bloke who invented nylon stockings but there you go!)

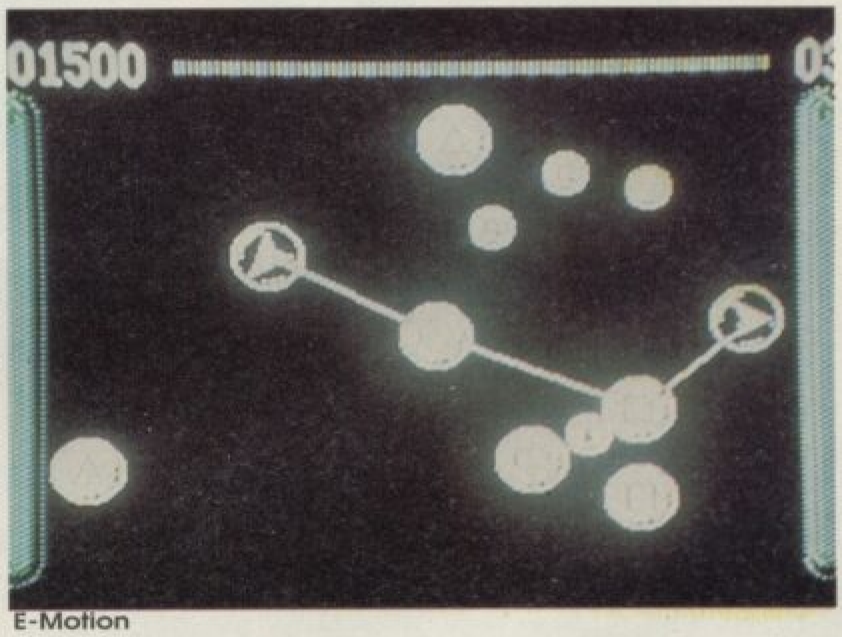




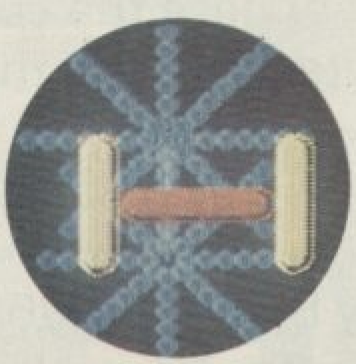
E-Motion

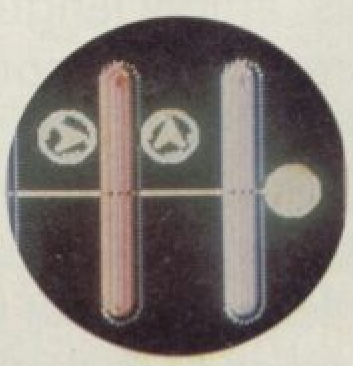


E-Motion



E-Motion

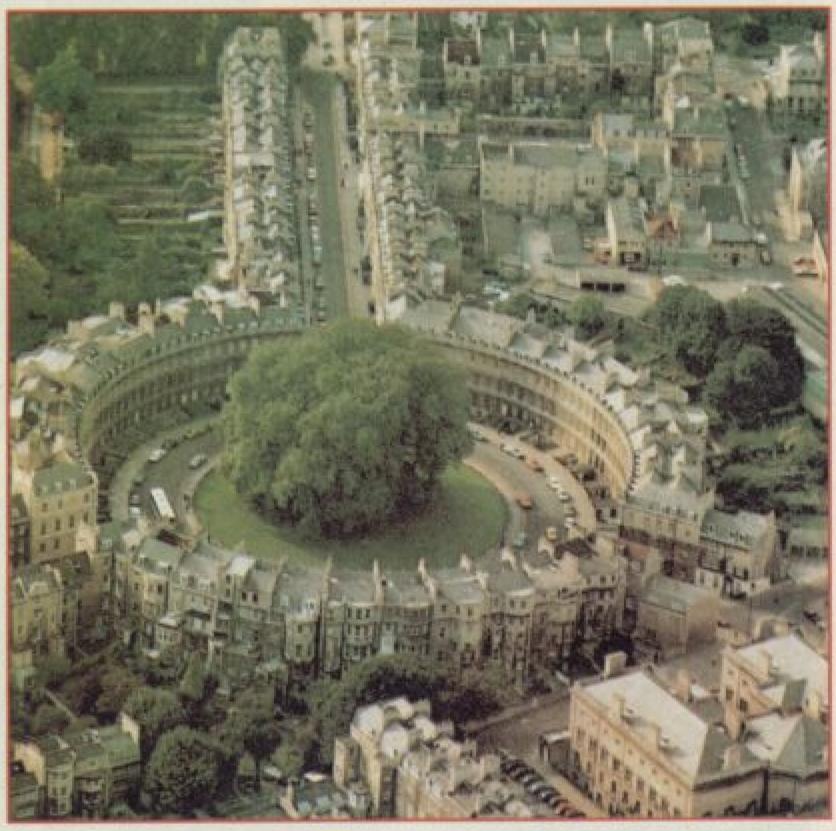




Next Month In *YS* –

Britain's Best Selling Speccy Mag!

NEAR A SHED SOMEWHERE IN BATH.......



"So, what's in the next issue, Matt?"

Well, there'll be another great Smash Tape, a couple of spanking new games given the in-depth Megapreview treatment and, of course, more news and reviews than any other Spec mag!!

Then there'll be all the regular features – like *Tipshop*, *Pssst*, *Future Shocks* and the only Adventures column on the whole planet worth reading!!

And don't forget we'll have all the latest on the SAM Coupé too!

There's no doubt about it – it'll be just as good as this issue, only better!!

Three cheers for ***Your Sinclair***!

Hurrah!! Hurrah!! **Hurrah!!**

Britain's Best Speccy Mag – The Not-To-Be-Missed May Issue Will Be On Sale April 12th! Make A Note In Your Diary!



TAITO'S
ISLAND-HOP
COIN-OP
SLIP ON YOUR MAGIC SHOES, PRACTISE THROWING A RAINBOW AND HEAD FOR
DOH'S ISLAND.
ATTACK DOH AS HE HIMSELF SPRAYS YOU WITH AN ONSLAUGHT OF BULLETS. YOU'D BETTER BE QUICK ... THE
WATER'S RISING!
THERE MAY ONLY BE ONE WAY TO DEFEAT THE VICIOUS CREATURES ON
INSECT ISLAND
... FIND THE CUP OF DESTRUCTION ... YOU'LL HAVE TO BE PRETTY SLICK WITH YOUR RAINBOWS SO AS TO OVERCOME THE BEES, LADYBIRDS, SPIDERS, CATERPILLARS AND YIKES!! ... THE BEEHIVE!!
OH NO!
NOW I WISH I'D STAYED WITH THE BEES! THEY'RE JUST BUZZING BABES COMPARED TO THESE TANKS, PLANES AND 'COPTERS ON
COMBAT ISLAND.
YES, IT'S TIME TO BEAT THESE GUYS AT THEIR OWN GAME AND TAKE TO THE AIR ... NOW WHERE'S MY BOX OF WINGS?
NEXT STOP –
MONSTER ISLAND
– WELL YOU CAN JUST FIND OUT FOR YOURSELVES – WHEN GHOSTS, TROLLS, SKELETONS AND VAMPIRES INVITE YOU TO SUPPER ... IT'S TIME TO HIT THE YELLOW BRICK ROAD!
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